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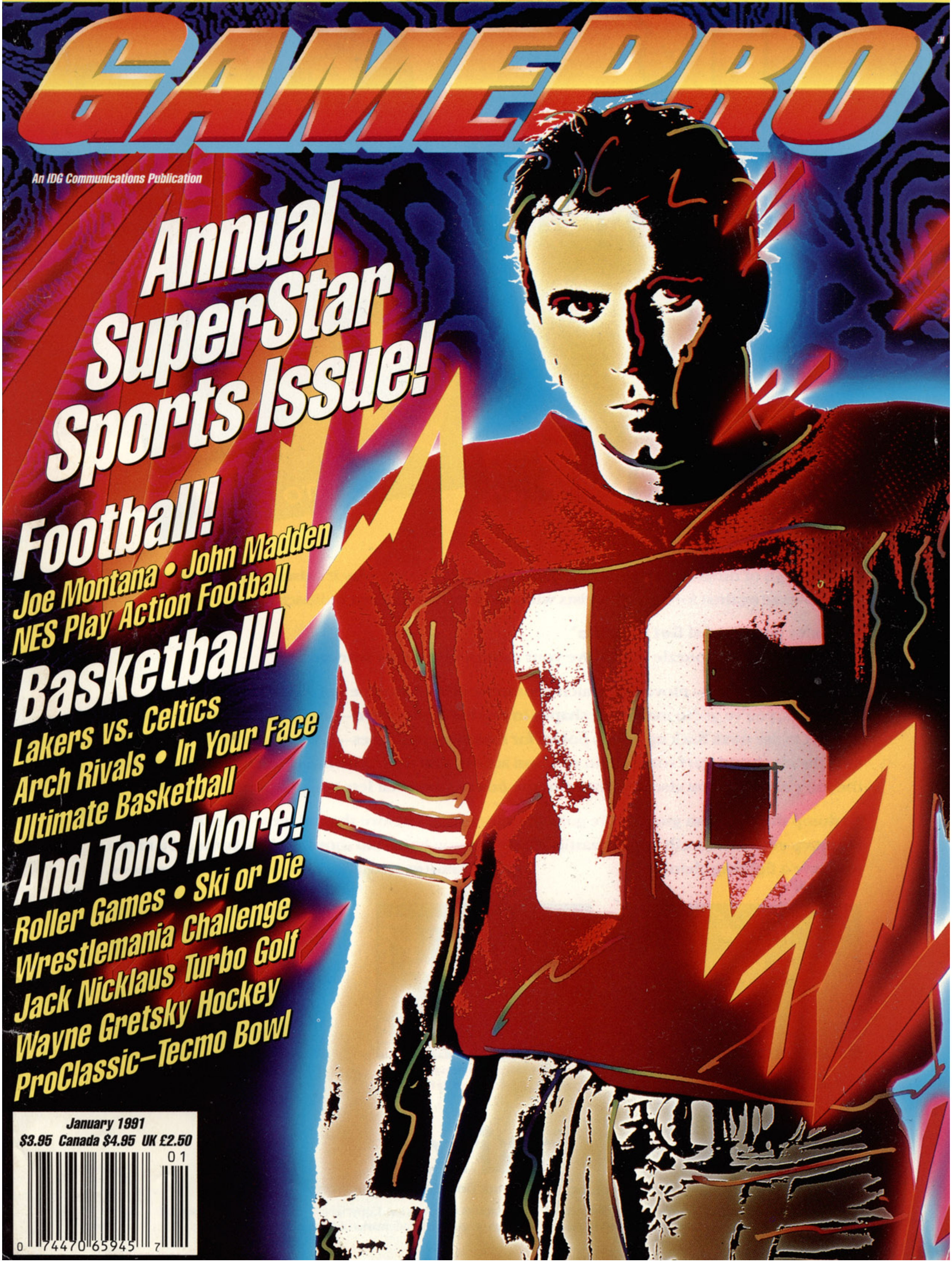
GAMEPRO

An IDG Communications Publication



Annual SuperStar Sports Issue!

Football!

Joe Montana • John Madden
NES Play Action Football

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Arch Rivals • In Your Face
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Roller Games • Ski or Die
Wrestlemania Challenge
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ProClassic–Tecmo Bowl

January 1991
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01
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No Brain no Gain

PUZZNIC™
SIMPLE ENOUGH FOR COMPLEX MINDS
Licensed by Nintendo for play on the Nintendo Entertainment System
TAITO
Official Nintendo Seal of Quality

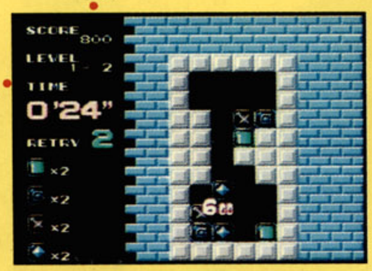
Had enough of ninja swordfights on Planet Zark? Wondering why it's always up to *you* to defend the universe against foreign terrorists with bad breath and giant radioactive amoebas?

Reclaim your brain! Get Puzznic™
—it's the fast-paced puzzle that'll give your mind a heavy duty workout.

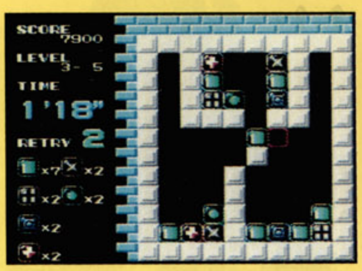
Puzznic seems easy—move and match geometric shapes to wipe out all the puzzle pieces. Trouble is, you've got to match the shapes in just the right order—or you won't blast one puzzle and get to the next. Rack up bonus points for matching multiples—if you're really fast, you can beat the clock and start some chain reaction action. And when you finish the first **160 puzzles,** the fun's not over. You also get **Gravnic,™** the *bonus game* that lets you play against gravity.

So dump the fake stun gun. You've got a few more hours before the universe goes terminal. Pump up your brain cells with Puzznic. When you pop back into those ninja pajamas, you might just have a fighting chance.

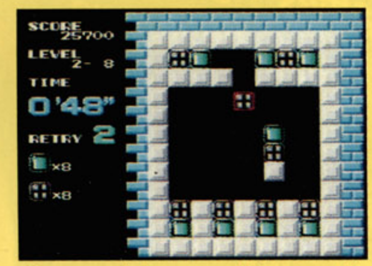
Actual Nintendo Entertainment System® screens shown.


SCORE 800
LEVEL 1-2
TIME
0'24"
RETRY 2
×2
×2
×2
×2

Don't let nasty elevator cubes squeeze you into a corner!


SCORE 7900
LEVEL 3-5
TIME
1'18"
RETRY 2
×2 ×2
×2 ×2
×2
×2

Pick Password to resume your game after each completed level.


SCORE 25700
LEVEL 2-8
TIME
0'48"
RETRY 2
×8
×8

Plan carefully or you'll be caught with extra shapes.

TAITO™

Taito Software, Inc., 390 Holbrook Drive, Wheeling, Illinois 60090

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HP 14
COND GOOD
EXP 46
LV 3 GOLD 6
WEIGHT 51.2
FOOD 1
WATER 1
CAMP
HP 22
B:NO A:YES
DO YOU NEED A WEAPON OR SOME ARMOR?
COND GOOD
EXP 1251
LV16 GOLD 6
WEAPONS & ARMOR
FIGHT
COND
EXP 52
LV12 GOLD 12
SPELL
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THE ONLY GAME IN TOWN™
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Nintendo ENTERTAINMENT SYSTEM®
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Beware of the serpant's bite. It is deadly. And you are vulnerable.

Master the Magic. Cast wondrously powerful spells. Create deadly potions.

Choose your armor and weapons wisely. Your enemy possesses the power of 500 years of hatred and evil.

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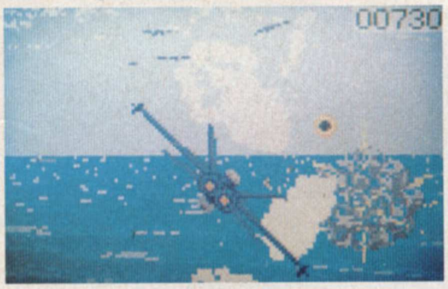
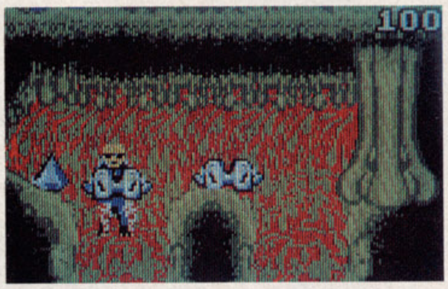
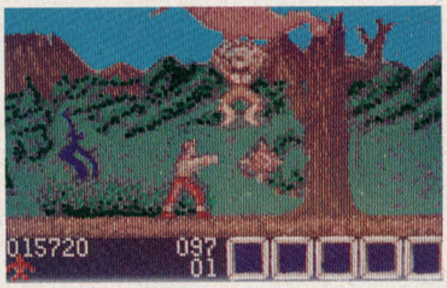
The Following Too Graphic For



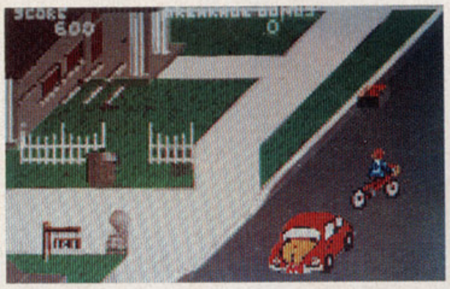
Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING.**



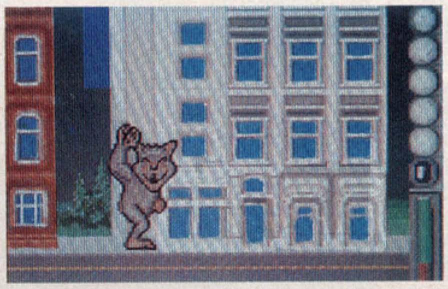
After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game – **SLIME WORLD.**



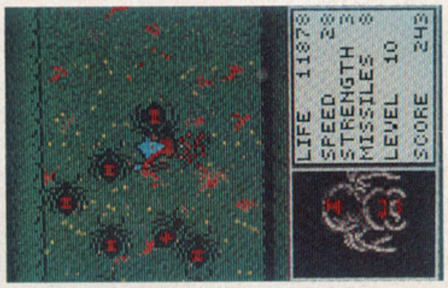
RYGAR, *the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend.*



PAPERBOY. *Fling papers at non-subscribers, race your bicycle on people's lawns — in other words, the ultimate afterschool job.*



RAMPAGE. *Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.*



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET.**

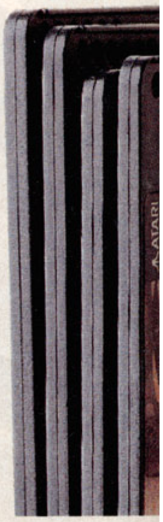
Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

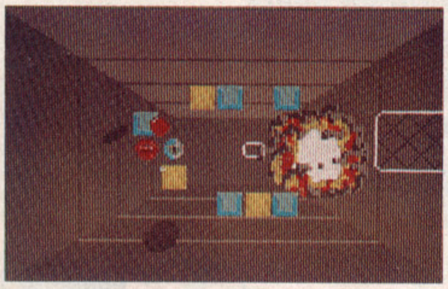
And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,

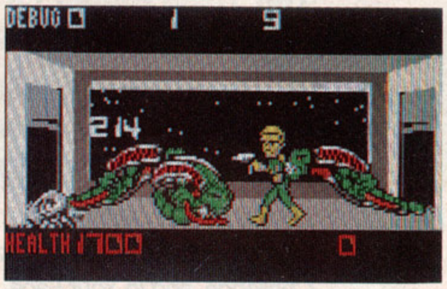


Blue Lightning, Slime World, Zarlor Mercenary™ Epyx, Inc. Xenophobe, Rampage™ Bally Manufacturing Co. Klax, Paperboy, Gauntlet, Road Blaster™

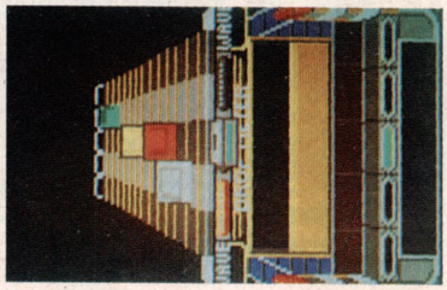
Scenes May Be Adults.



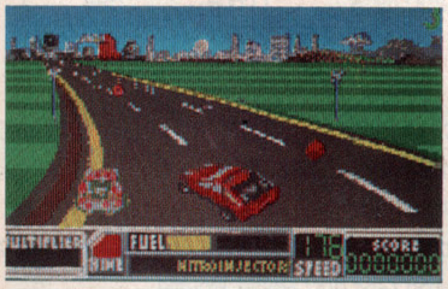
ROBO SQUASH. *The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.*



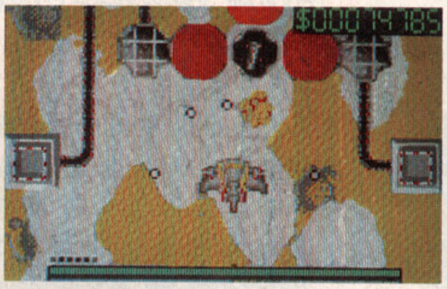
XENOPHOBE. *Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.*



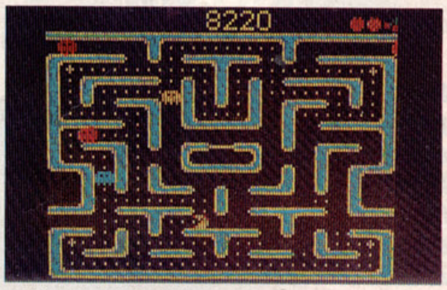
KLAX. *Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.*



ROAD BLASTER. *Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.*



It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** *Your only hope is to kill them all or break for lunch.*



Help **MS. PACMAN** *escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.*

LYNX
CALIFORNIA
GAMES

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx, you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.

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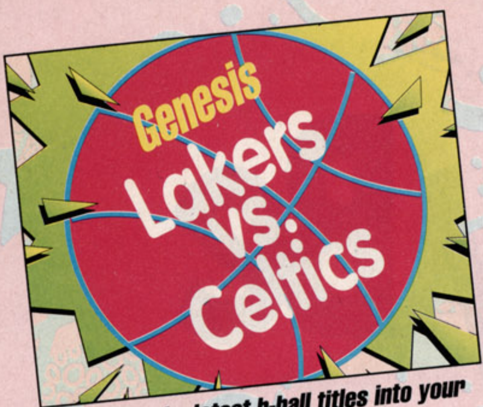
JANUARY 1991



Slam dunk the latest b-ball titles into your game system. See page 44.

The latest football carts score a TD for gamers everywhere. See page 58.

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Video gaming goes on-line.

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Power League III scores a grand slam for the PC Engine.

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Check out these hot sports coin-ops.

28 ProClassic

Lead your team to victory in the Tecmo Bowl.

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GamePro takes a walk on the wild side with Michael Jackson.

44 Special Basketball Feature

Dribble down court for a look at Lakers vs. Celtics, Ultimate Basketball, Arch Rivals, NBA All-Star Challenge, and In Your Face.

58 Special Football Feature

Don't punt until you've tried John Madden Football, Joe Montana Football, and NES Play Action Football.

70 ProViews

This issue the GamePros look at:

***Nintendo:** Roller Games, War on Wheels, Ski or Die, Wayne Gretsky Hockey, and Wrestlemania Challenge.*

***Genesis:** Buster Douglas Knockout Boxing, Hard Drivin,' and Super Volleyball.*

***TurboGrafx-16:** Jack Nicklaus Turbo Golf and Battle Royale.*

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The hottest tips and tactics from GamePros everywhere.

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The GamePros answer your game questions.

118 Short ProShots

Here's the score on the sports games voted top ten by GamePros everywhere.

124 ProNews Report

All the video game news that's fit to print.

Another Comic!?!

That's right! The Flying Warriors from the Light Dimension come winging your way courtesy of Culture Brain. Don't forget to check them out.

Slap on your skates for some free-wheeling action. See page 70.

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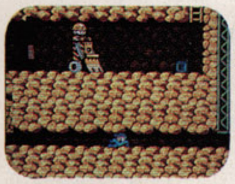
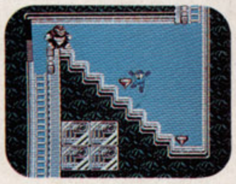
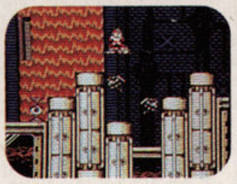
MegaMan® 3. Anything else you need to know?



You'll slide through secret tunnels to avoid bulldozing robots.



It's hard to top TopMan's dangerous spins.



You and your sidekick Rush will fly over enemy territory to avoid the walking time bombs.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

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Take courage; you won't be alone. In this masterful role-playing game, you create an unlikely band of adventurers - a thief, a wizard, a mystic and a warrior - each with special powers.

But the vile inhabitants of the dungeon have their own mysterious powers, too. Step by step, you'll explore the depths...

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gaining strength, experience, weapons, spells and armour.

Down you'll go–through 16 levels of adventure–each one packed with fabulous treasures, demons and dangerous monsters–you'll even discover the secrets of the Zoom Tubes.

Until, at last, you confront the evil Serpent, coiled and writhing, waiting to strike.

Will you finally end his reign of terror... or just be another one of his victims?

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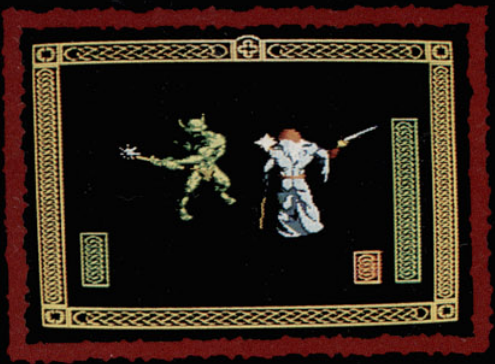
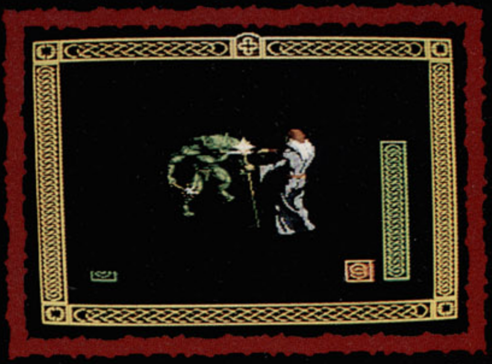
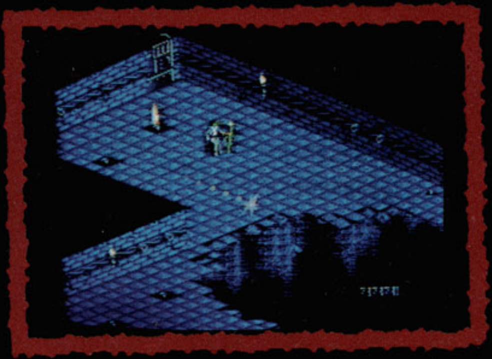
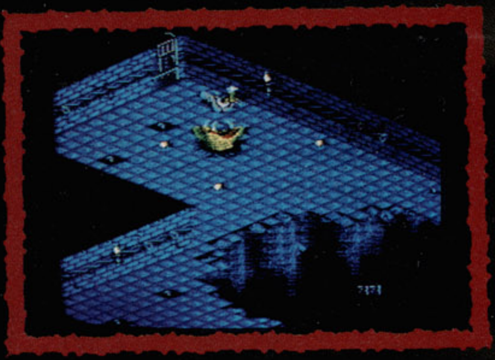


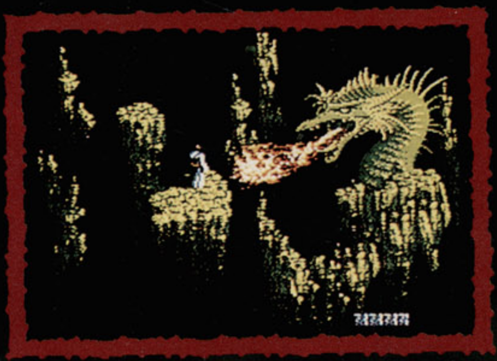


THE QUICK.





THE DEAD.



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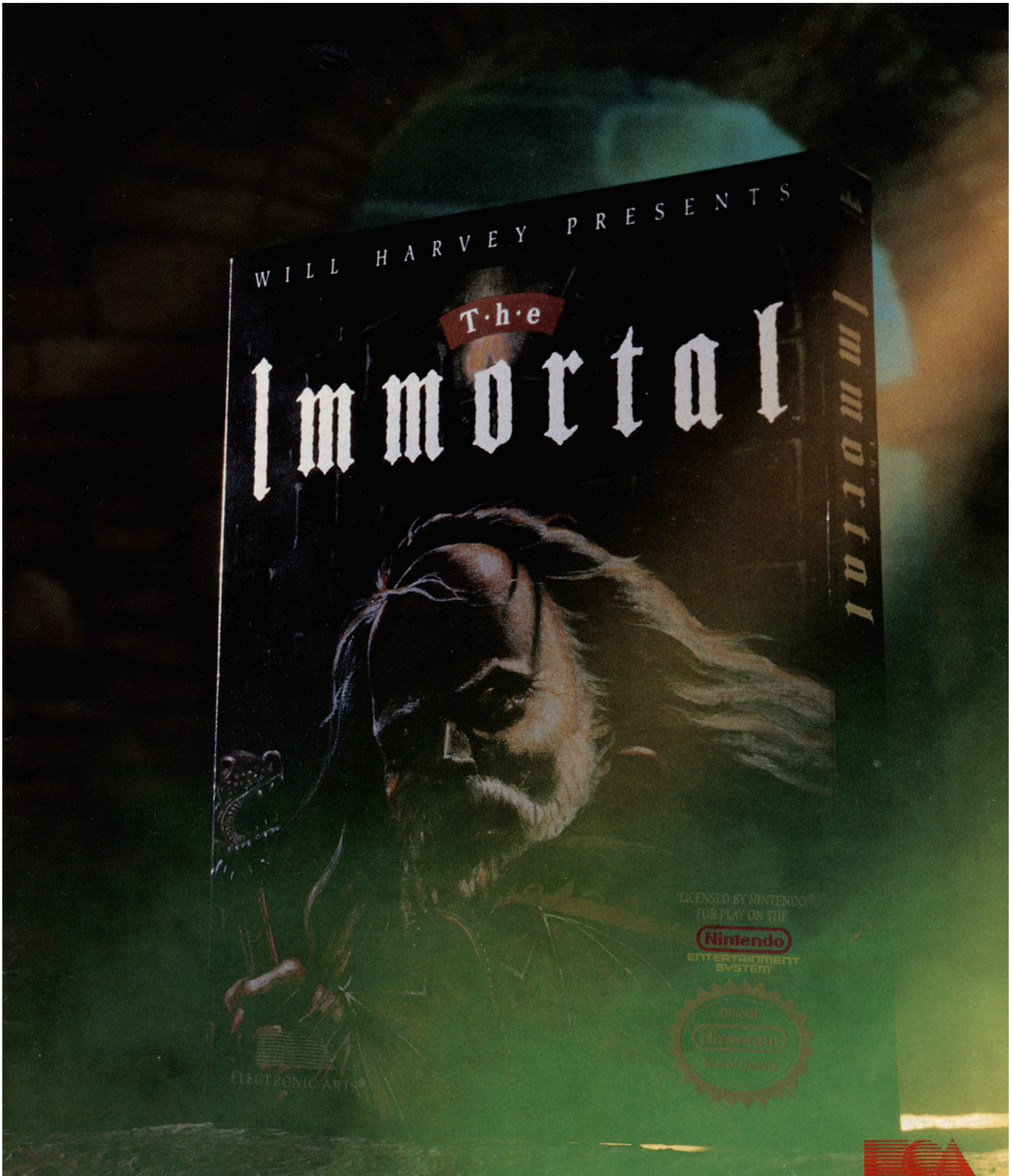
Sorcerer's recipe for excitement: Under a full moon, take a game with intense action and killer animation. Forget the eye of newt stuff. Just add full-screen combat that lets you dodge, jab, and slash enemies. Drop in a lot of nasty ways to go. Like getting skewered on a spike, roasted in flames, crushed by jaws, devoured by slime. Cast spells that let you shrink, fly, and change shape. Finally, set it in a plot as twisted and deep as your worst nightmare.

Now get ready for an action adventure as real as your heartbeat.

Wits and speed required. Squeamish types and people with heart conditions should proceed with caution.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We're Looking for a Few Good GamePros

By the GamePros

Hey, GamePros, we need you! We want to recruit 250 talented, devoted, and even fanatical gamers to join our new GamePro Team. And have we got big, big plans for the Team. We'll ask the Team members to become a part of the GamePro staff by helping us rate and evaluate the newest game titles. If you're a gamer who really cares about the quality of the new carts coming out, if you've got an eye for graphics, an ear for game sounds, and the ability to discern just how good a video game really is, then you may be just the kind of person we're looking for.

If you're selected to become a member of the Team, you'll be asked several times a year, via mail, to help us evaluate games based on their graphics, sound, gameplay, fun factor, and challenge. We'll publish these ratings for use by other gamers, and also use them to determine which games will receive awards from GamePro Magazine.

And what's in it for you? Well, first of all you'll become a charter member of the GamePro Team. Each team member will receive a brand new, totally unique GamePro Team t-shirt and hat. You'll also get a special certificate to show that you're a member of the GamePro Team. At some point in the year the names of all of the team members will appear in GamePro Magazine. And finally, you'll receive discount coupons for savings on GamePro merchandise.

If you're interested in applying for membership in the GamePro Team here's what you need to do. Write to us and tell us:

The GamePro Team

- Your name, age, sex, address, and phone number.
- The different game systems you own.
- What kind of games you enjoy playing (i.e. Sports, Role Play, Action/Adventure, Puzzle, etc.)
- How many years you've been playing games.
- Your top ten favorite games of all time.
- A short paragraph explaining why we should choose you to become a member of the GamePro Team.

Send all of this information to:

GamePro Team
GamePro Magazine
P.O. Box 3329
Redwood City, CA 94064

Please respond no later than **January 31, 1991**. We'll be choosing the Team members in February, and we'll notify you if you're chosen! Remember, we're looking for a few good GamePros and one of them just might be you.

GAMEPRO

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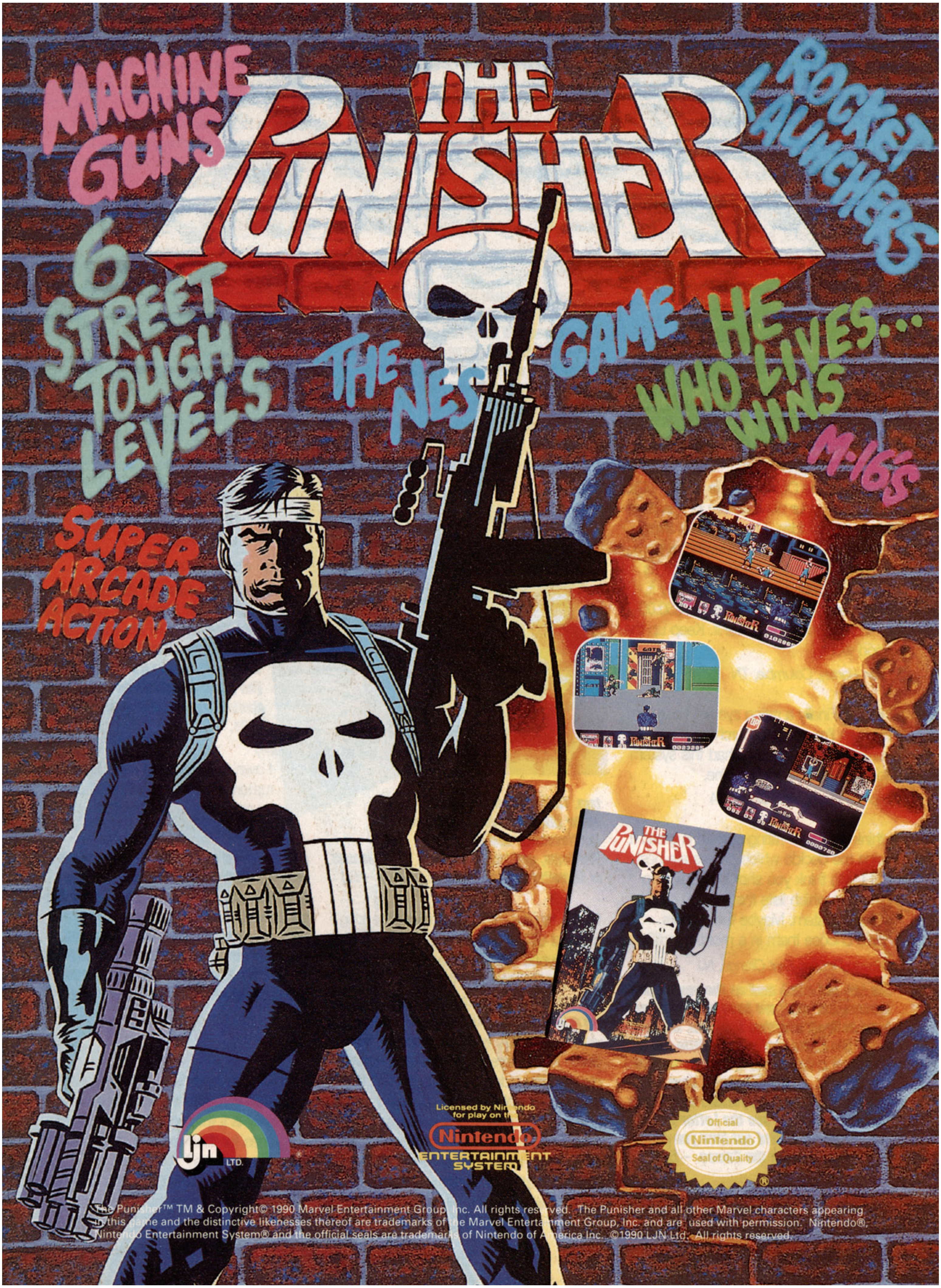

MACHINE GUNS
THE PUNISHER
ROCKET LAUNCHERS
6 STREET TOUGH LEVELS
THE NES GAME
HE WHO LIVES... WINS
M-16'S
SUPER ARCADE ACTION
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What You Think About the Ratings

I just bought the October GamePro last night, and I saw the rating system with which you are experimenting. I think it's a great idea, and using it I've already figured out which Nintendo title I'm going to buy this winter. Last night I memorized the rating blocks, so I don't have to keep looking back to see what everything means. I think that every game magazine should have a rating box for every game that's in the mag.

Brad Windsor, Port Union, NF

I think your new game rating system is cool – easy to understand and easy to use. Good idea!

Mark Wolstenholme, St. Alberta, Canada

I just read the October issue of GamePro and I think your new system of game rating is a great idea. I have been waiting for you to get a game reviewing system. It really helps me to know as much as possible about a game before I buy it. That way I won't go and spend $50.00 to find out that I don't like it. Keep up the good work.

Brian Hartley, Columbia, TN

I love it! Finally a rating system I can turn to when I'm going to purchase a new game. I only wish you'd had this system sooner. I love your magazine.

Thomas Parker, Attapulgus, GA

I think your new rating system is great. It helps me decide which games are best. But I also think you should add a "Top 20" page which lists the best 20 games of each system. Maybe the readers could choose them in a monthly poll?

Gilberto R. Diaz, East Orange, NJ

(So far, not much mail on the new rating system, but what we have received has been entirely positive. Come on, GamePros! We know you've got a little constructive criticism for us. Write us and let us know, no holds barred, how we can make this rating system really work well for you. Also, see the Letter from the GamePros to find out how you can help GamePro Rate the Games. – Ed)

To SFX or Not To SFX

I just have to know everything about Nintendo's new 16-bit system, the SFX. I want to purchase the new system, but when I called the consumer hotline at Nintendo they told me there are currently no plans to bring the system to America. Is it coming to the U.S.? If so, when? How much will the SFX cost in the U.S.? I read that the SFX will have lots of fantastic games, including Super Mario Brothers 4. Any information at all would be welcome!

Michael D. Serve, Kettering, OH

(Although Nintendo has not confirmed that the SFX is coming to the U.S. we believe the system will be in the United States no later than Christmas of 1991. Based on the cost of the system in Japan, we expect that the SFX will cost approximately $170. Yes, Super Mario Brothers 4 is going to be available for the system. To find out more about other titles in development see the November and December ProNews, and keep an eye on future issues of GamePro for the latest SFX news. – Ed)

THE MAIL
U.S. POSTAGE
2.25

I'd like to give my two cents on the long awaited SFX. I don't think it will be as hot as everyone expects it to be. First off, both the Genesis and the TurboGrafx-16 have a huge head start. Secondly, its price will be too much for your average video game fan, which is probably 60% of the NES users (in other words – people who like video games but aren't into them as a hobby and aren't willing to pay hundreds of dollars for a collection). Also, the SFX's starting line up of games isn't big enough to turn many heads. Finally, I suspect that other systems as good as the SFX will arrive by the time it's released. For example, Konix has their Multi-System in Europe, Sony might make a 16-bitter, or maybe another unknown might pop a system with scaling and rotating, a high meg count, and lots of fire buttons (in my opinion these are the most important aspects in a system). Then again, the SFX might rock the video game scene as its predecessor, the NES, did. Who knows?

Danny Tjandra, Castro Valley, CA

(Both Michael and Danny have fairly strong opinions about the advent of the SFX, and we just know that lots of other GamePros out there will want to put their "two cents" in also. Write in and tell us what you think about the SFX. – Ed)

Some Questions About Long Rumored Games

I've been looking at photos of Shadow Dancer for the Mega Drive, and I would like to know if this game will be available for the Genesis?

Sean Gibson, Bronx, NY

(Shadow Dancer, the sequel to Revenge of Shinobi, is coming for the Genesis. See the December issue for a Short ProShot on this title and look for a ProView soon. The game should be on retail shelves by the first quarter of 1991. – Ed)

I own an NES and I keep hearing rumors about Tecmo Bowl II coming out soon. Is this true?

John Combs, Columbus, OH

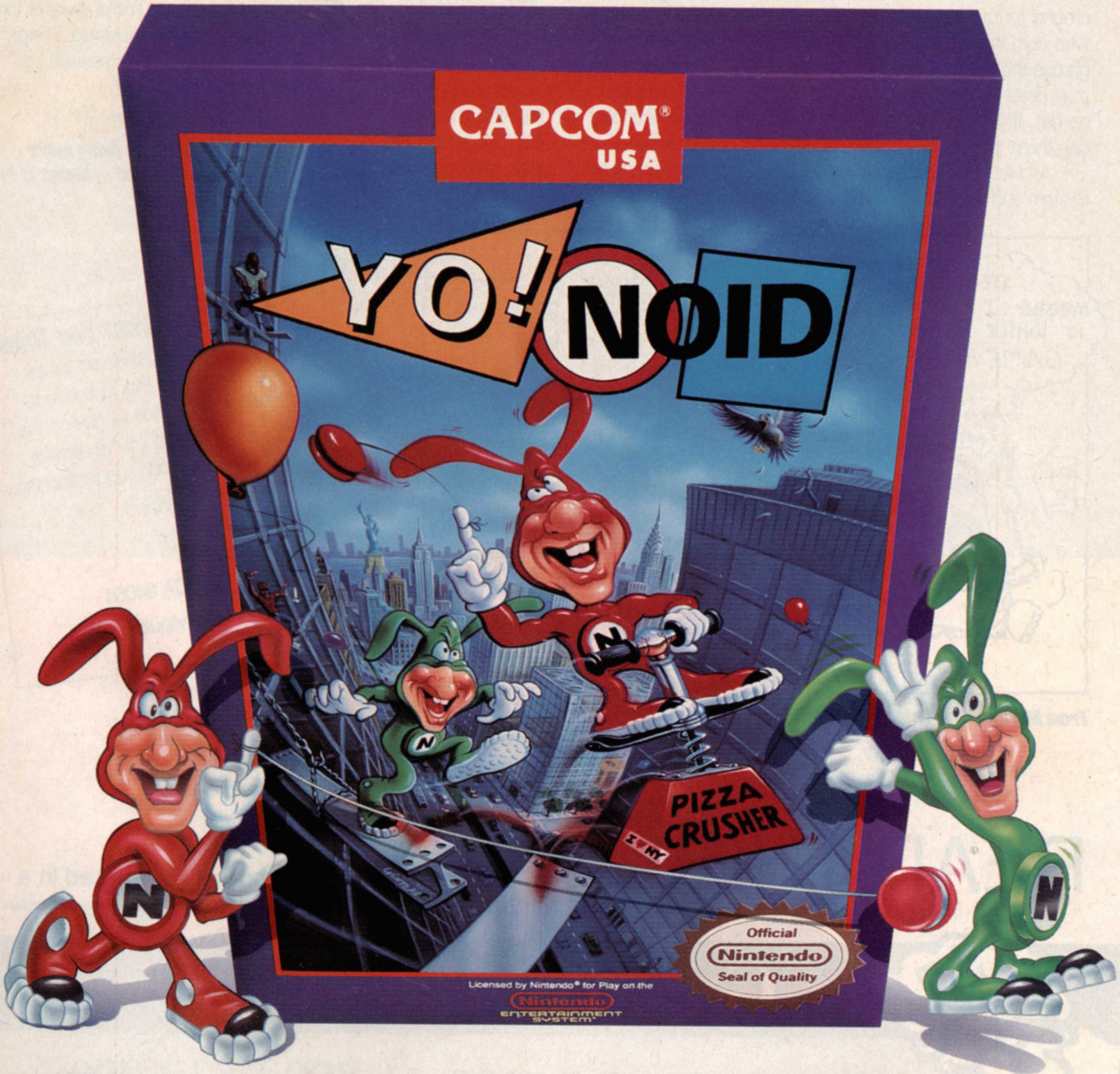
(We've heard the same rumors, so we checked with Tecmo. The bad news is that although there were plans for a Tecmo Bowl II, featuring updated player rosters, those plans have been scrapped. The good news is that Super Tecmo Bowl, an entirely new game, is in the works and planned for a Spring release. – Ed)

How about A ProClassic That's not Nintendo?

I'm writing in regards to the ProClassic section that you feature in your magazine. Why is it that you review only classic games for the Nintendo? What about the other systems?

The TurboGrafx-16 and the Genesis systems, for example, have a relatively large number of games that have been

Continued on Page 14.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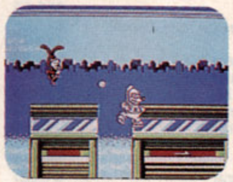

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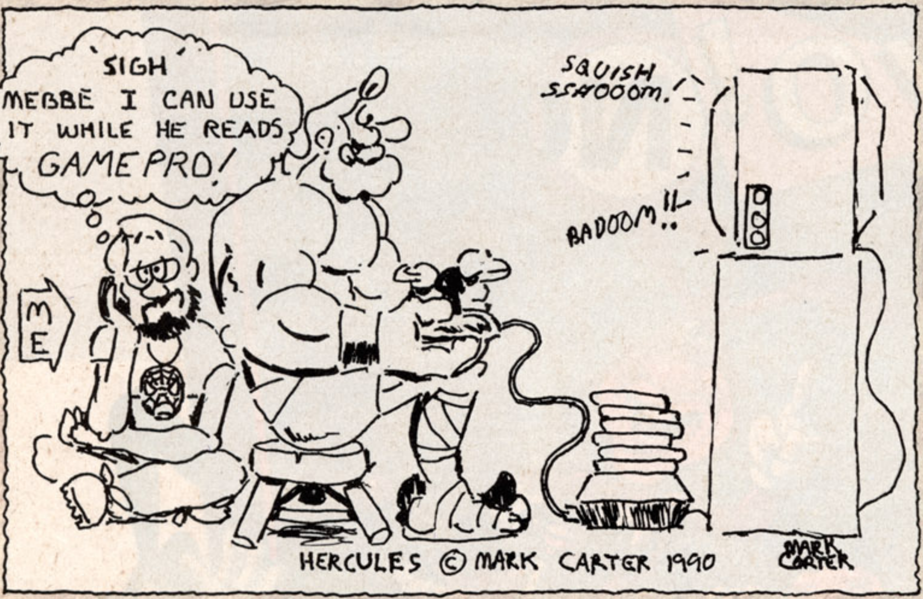
around for quite a while now. People who own these systems and have older games that they have yet to complete may need to look at some tips for these games. If you don't reveal any hints, how can these players accomplish anything?

And let's not forget about the Master System and the Atari systems! These systems have been around for a very long time and have plenty of classic games. You must understand that fans of both systems play with them as much as Nintendo fans play with the NES – maybe even more. Consequently, Sega and Atari gamers may need classic game reviews and tips to help them finish an old game.

I would like to see some reviews for other systems besides Nintendo. I hope that after reading this letter you will be tempted to do this.

Jonathan Paleologos, Horsham, PA

(Good idea! We'll work on doing more ProClassics from different systems in future issues. – Ed)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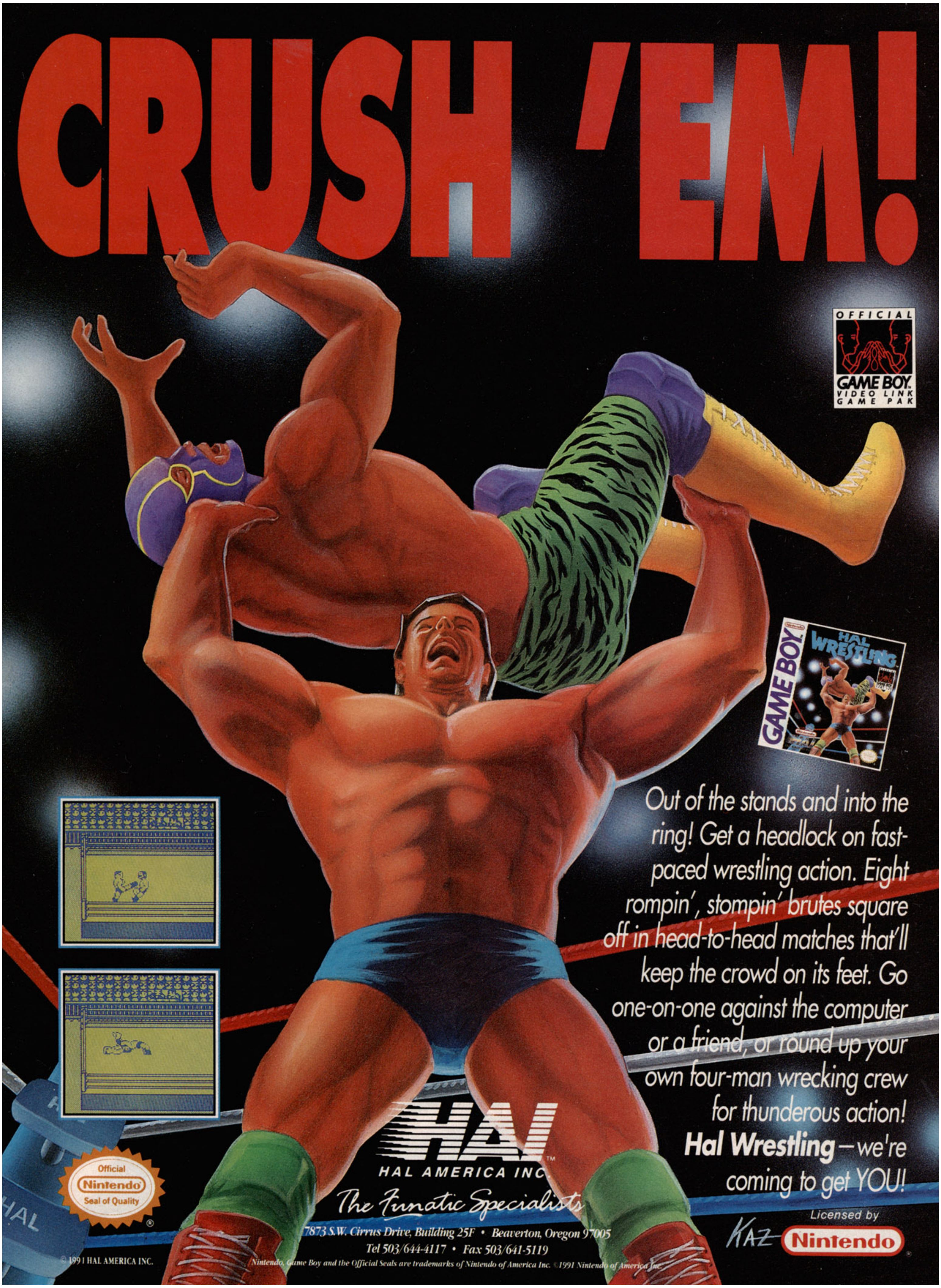
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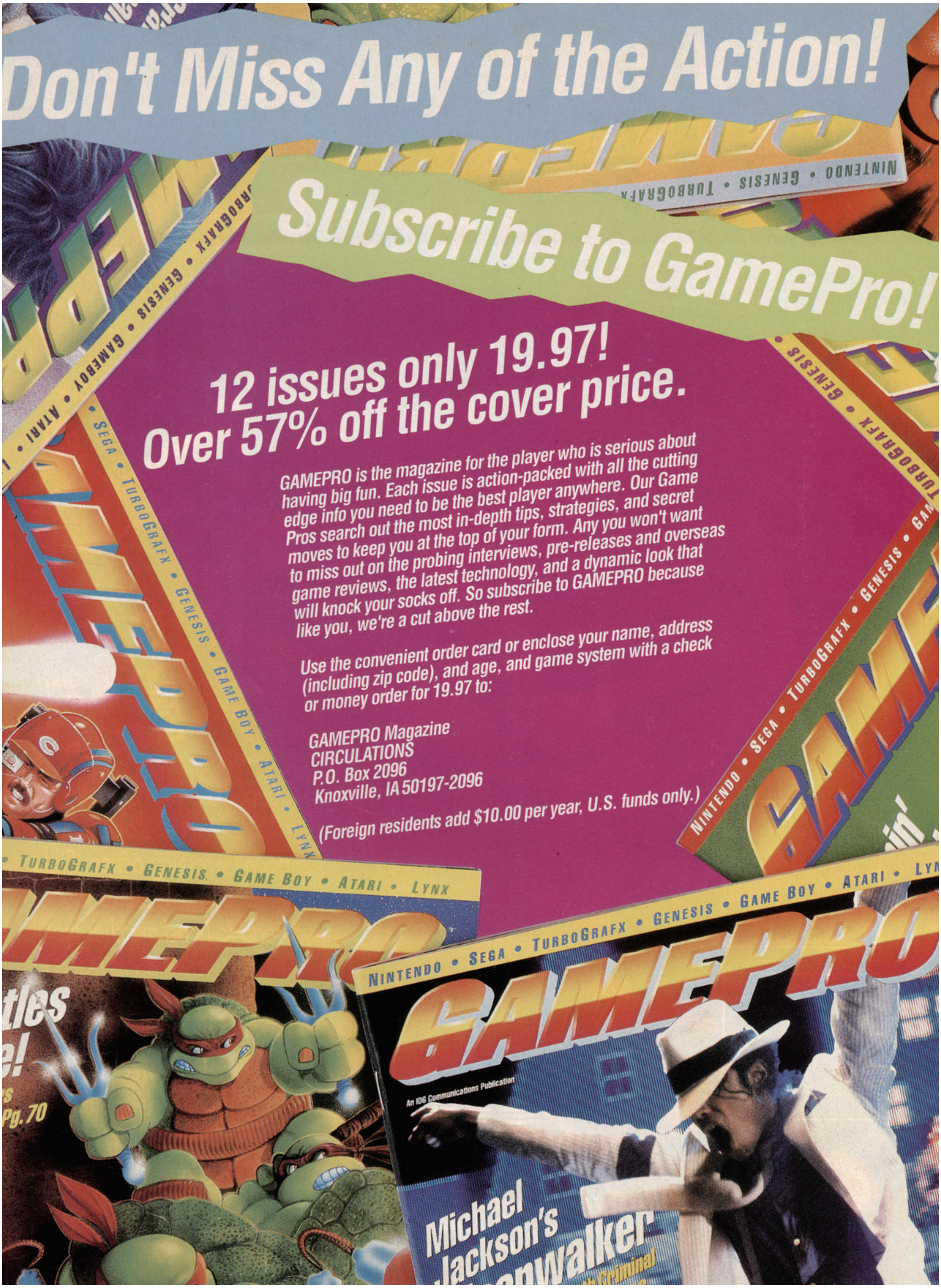
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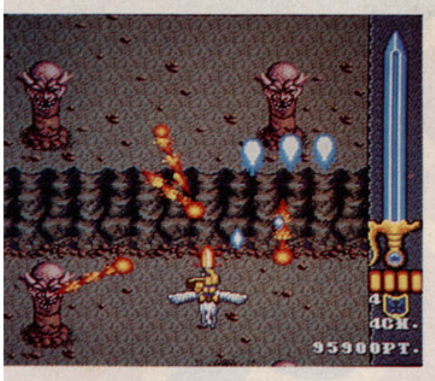
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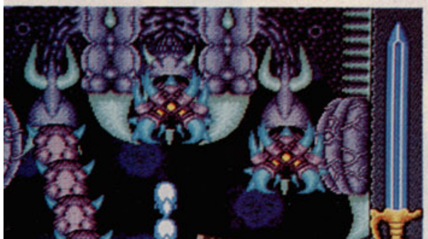

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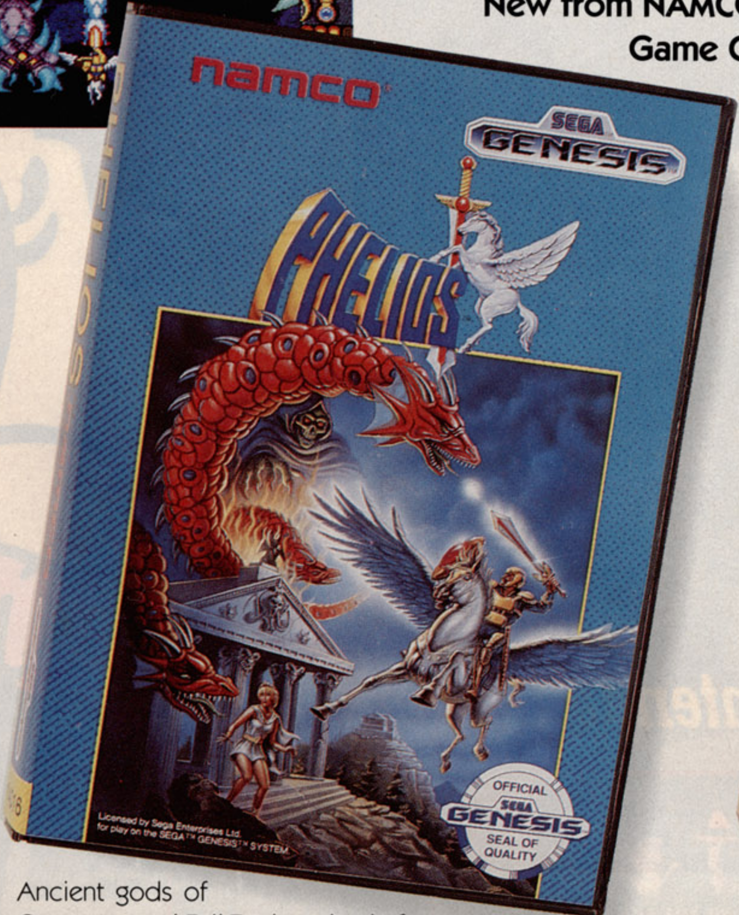
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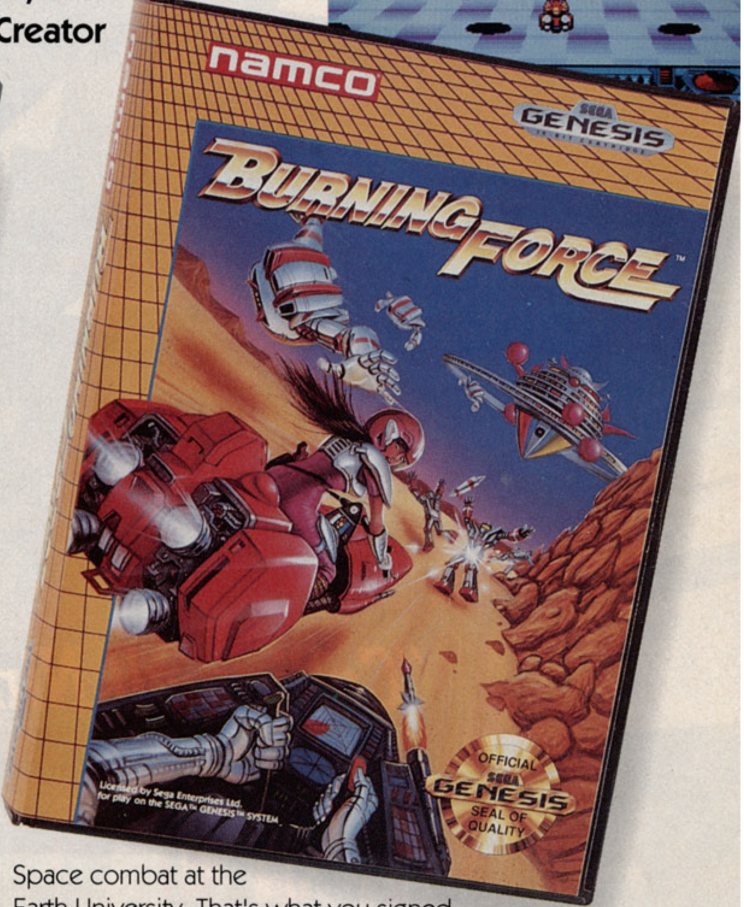
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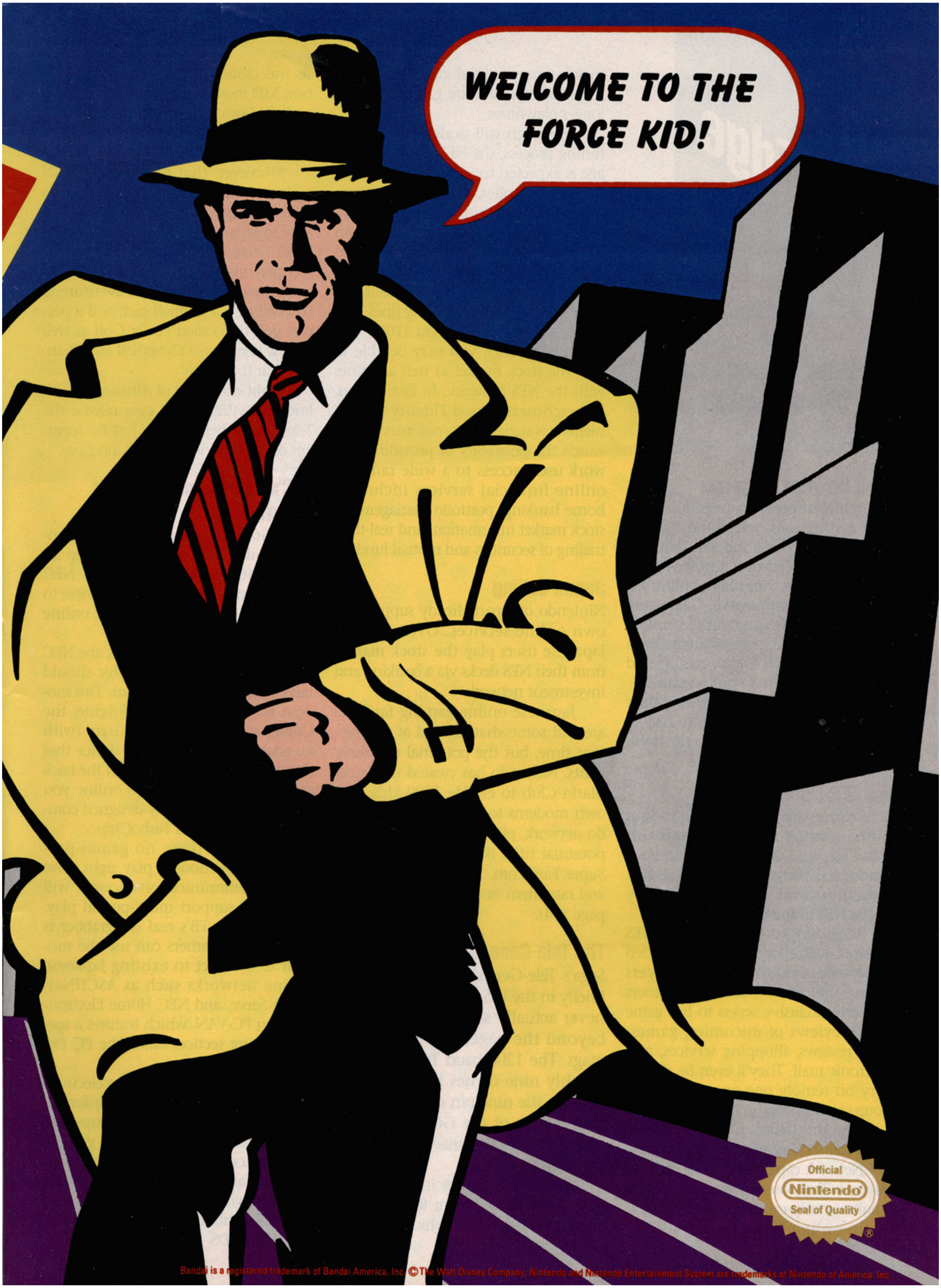
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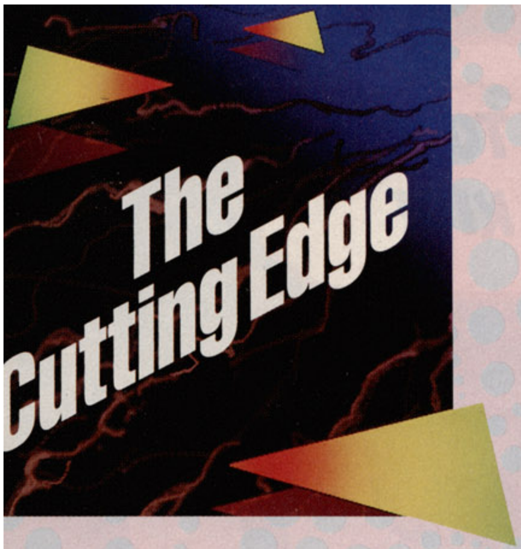

The Cutting Edge

Modems, Phone Lines, and Video Games

By the Whizz

Hang Up Your Hang-ups

Personal computer gamers definitely have connections, telephone connections that is. With a modem they can play head-to-head over regular phone lines or hook up with major online services such as Compuserve, Genie, and Prodigy to access networked multiplayer games and games forums. Even USA Today's Sports Center has opened up its phone system to online gamers.

However, if you're a video gamer looking to dial a game, you've had to put your phone-phreaking on hold. But that may soon change.

The NES Network

NES owners may be able to tap into online gaming some time later this year. Last June, Nintendo of America announced plans to develop the first national network designed exclusively for the NES in the U.S.

According to Nintendo, the NES Network will allow one-on-one video game competition between players around the country, and system users will have exclusive access to hot game tips, previews of upcoming games, game reviews, shopping services, and electronic mail. They'll even be able to carry on remote one-on-one chats or group conferences.

Selecting from a library of new video games designed to incorporate NES Network capabilities, long distance players will choose between competing simultaneously on games such as Golf via an online link up transmitting match scores to rival game players for remote competition on games requiring longer play-times.

Although still undergoing a fine-tuning process, the NES Network package is expected to include a modem, a special controller, and a special communications cartridge, which will enable players to connect to the main NES Network computer. The modem plugs into that little socket built into the bottom of the NES and links it and your TV to regular telephone lines. The package will reportedly cost $100.

Additionally, you may be able to play the stock market as well as games with the NES Network. In fact Boston, Massachusetts-based Fidelity Investments has signed a letter of intent to research the possibility of providing network users access to a wide range of online financial services including home banking, portfolio management, stock market information, and real-time trading of securities and mutual funds.

Japan Calling

Nintendo of Japan already supports its own online services. Over 100,000 Japanese users play the stock market from their NES decks via a banking and investment network.

Japanese online gaming facilities are still somewhat limited at the present time, but the potential definitely exists. Nintendo has created the Super Mario Club to enable 2500 kids who own modems to connect to a Nintendo network, play prerelease versions of potential titles (for the Famicom, the Super Famicom, and the Game Boy), and rate them (see ProNews, this issue, page 124).

The Tele-Genesis: Please Hold

Sega's Tele-Genesis modem surfaced briefly in the U.S. over a year ago, but never actually saw the light of day beyond the pages of video games mags. The 1200 baud Tele-Genesis is roughly nine inches long and connects to the nine-pin expansion port in the back of the Genesis. A cord with a dual line connector plugs into the telephone jack.

Sixteen-bit gamers in Japan have had access to a modem for the Mega Drive (the system from which the Genesis was cloned) for a while. But up to now MD modem owners have been relegated to using the device primarily for home banking via a special Sega online network called SNN.

However, that will change. SNN will soon feature special online games and a new games preview section. Also Sega in Japan is ready to release several Mega Drive carts that support two-person play via modem including a dungeons-and-dragons-type adventure, a baseball cart, a football cart, and a pee-wee golf title called Putter Golf as well as new versions of CyberBall and Phantasy Star II.

Right now Sega of America doesn't know whether it will ever release the Tele-Genesis here. There's just no apparent demand for it. No bucks, no glory.

NEC's Telecommunications Booster

TurboGrafx-16 owners keeping an online gaming vigil should also keep an eye on developments in Japan. NEC and Hudson are joining forces there to make an interesting push for online gaming.

By the time you read this, the NEC Telecommunications Booster should have made its debut in Japan. This modem for the original PC Engine, the CoreGrafx, and the SuperGrafx (with an adapter) is a 1200 baud device that simply attaches to the port in the back of the system unit. To go online you need Hudson's specially-designed communications system TurboChip.

Although there no games programmed for modem play right now, the Telecommunications Booster will reportedly support multi-person play. However, the TB's real ear grabber is the fact that gamers can use the modem to connect to existing Japanese online networks such as ASCIINet, NIFTY-Serve, and NEC Home Electronics' own PC-VAN, which features a special gaming section called the PC Engine Club.

The PC Engine Club is an electronic bulletin board that features information about upcoming games, tips and tactics, personal opinions, and gaming conferences. But NEC and Hudson hope Japanese Telecommunications Booster owners will also connect with PC-VAN's public domain software feature called PDS.

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Back to BASIC

The Telecommunications Booster has a special version of Hudson's game-designing BASIC interpreter called Hu-BASIC hardwired into it. In addition to regular BASIC programming commands you get a special graphics editor and music tools as well. You can program with Hu-BASIC using the regular PC Engine controller if you're inhumanly patient, but the TB features a special connector on its back panel which enables you to plug in a standard NEC 8081 keyboard.

NEC and Hudson are encouraging kids to design and program games and then upload them into PDS. Then, vidiots all over Japan can log on to the network and play the games or download them into the Booster's 32K RAM, which is designed for that purpose.

In fact, Hudson may periodically check out the most popular games and give their creators prizes. Additionally, it may even award the author of the most popular game of the year a contract to produce the game for Japanese home systems. That's incentive!

If all that sounds like a bit much for a game system to handle, remember that the PC Engine was designed to be the brains of a modular home entertainment center that could support all sorts of nifty peripherals. In fact, a printer, a photo reader, and a touch tablet have already appeared in Japan.

Online Video Gaming: A Long Distance Call

If Nintendo reaches out and touches U.S. gamers online, can modems for 16-bit systems be far behind? Yes. The problem is one of numbers. Nintendo lists its installed base in the U.S. at 25 million people. The number of Sega Genesis and TurboGrafx-16 owners combined are no where near that figure. Considering the cost of setting up a nationwide network the numbers just aren't there to support Sega or NEC online services right now.

Now that we've put the online bug in your ear, hear us out: don't call up Nintendo, NEC, or Sega to pester them about their gaming networks – you'll just get a busy signal.

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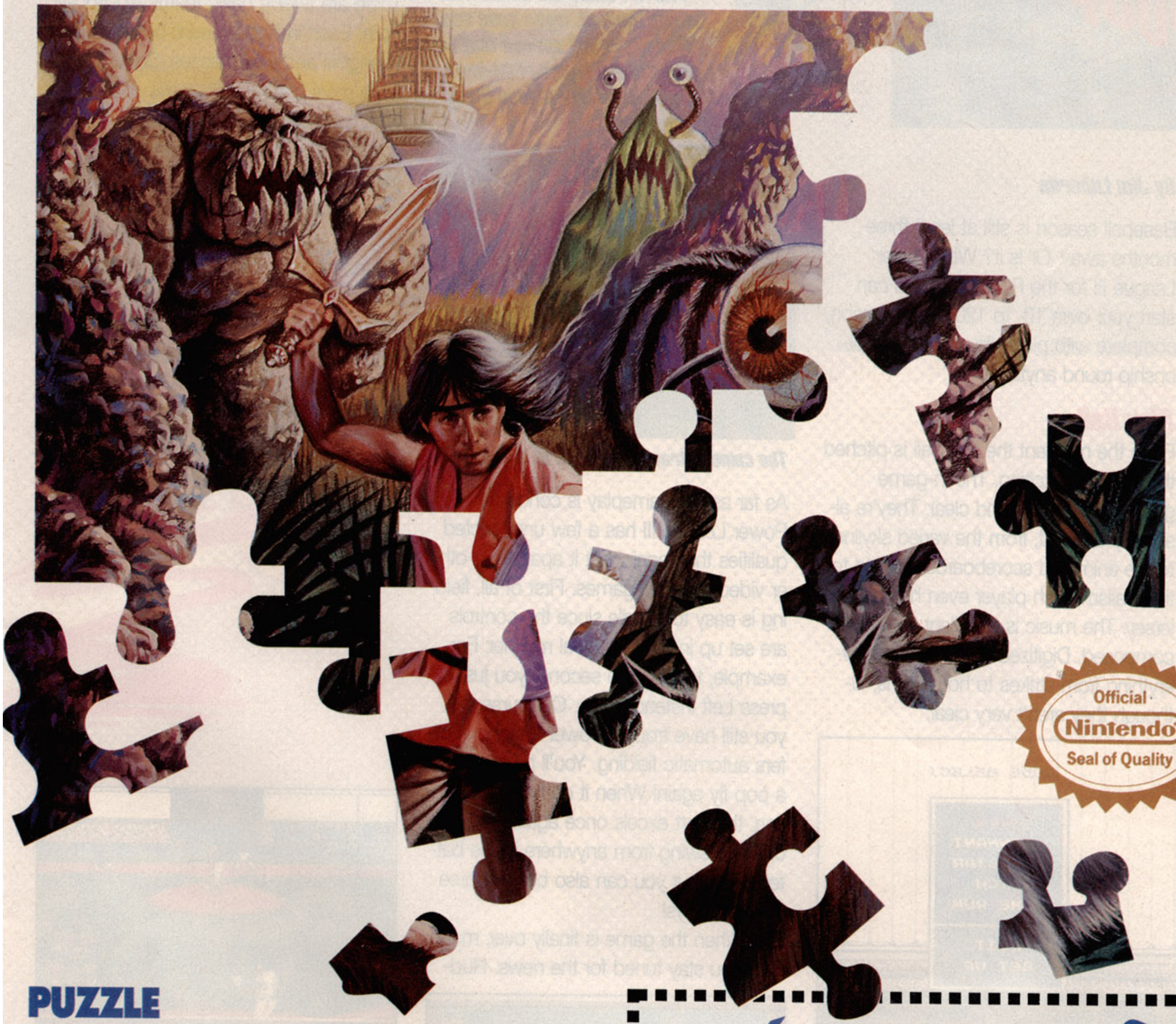

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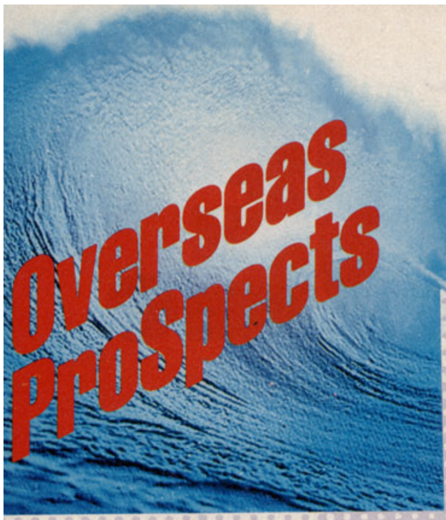
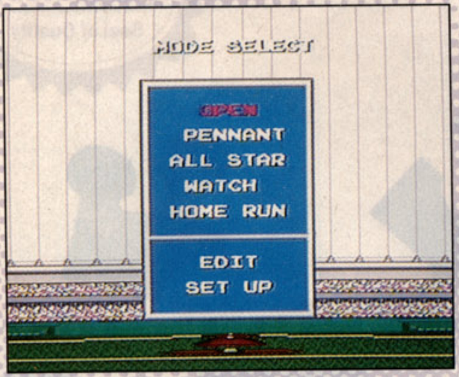


By Jim Luberda

Baseball season is still at least three months away. Or is it? With Power League III for the PC Engine you can start your own 10- to 120-game season, complete with play-offs and a championship round anytime!

Play Ball

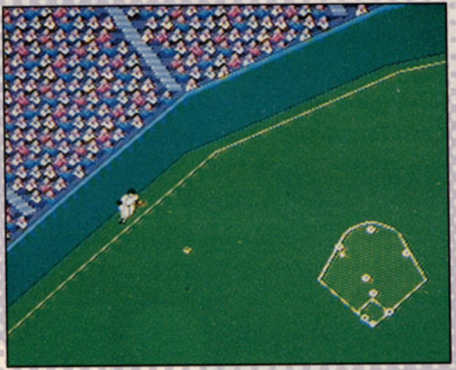
From the moment the first ball is pitched this game is exciting. The in-game graphics are sharp and clear. They're also very detailed, from the varied skylines to the animated scoreboards. To add to the realism each player even has his own jersey. The music is excellent and well-composed. Digitized voices call out everything from strikes to home runs, although they aren't very clear.



Power League.

Unlike most baseball games, Power League III uses a camera's eye view of the field. When the ball is hit really high the camera follows it as it gets smaller and smaller. When the ball streaks across the field, the camera again moves in order to follow it. It's this special view that truly makes the game fun to watch. Maybe that's why Hudson Soft included a special Watch Mode!

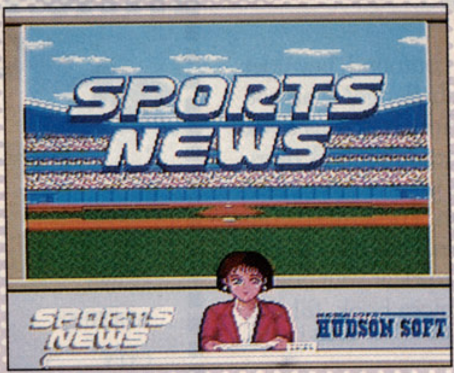
PROTIP: Since the camera follows the ball, make good use of the "radar" screen that appears in the lower right-hand corner. Otherwise you might lose track of some of your fielders.



The camera tracks the flight of high balls.

As far as the gameplay is concerned, Power League III has a few unexpected qualities that, again, set it apart from other video baseball games. First of all, fielding is easy to handle since the controls are set up in a very logical manner. For example, to throw to second, you just press Left instead of Up. Of course, if you still have trouble Power League III offers automatic fielding. You'll never miss a pop fly again! When it comes to batting, this cart excels once again. Not only can you swing from anywhere in the batter's box, but you can also bunt in three different ways!

When the game is finally over, make sure you stay tuned for the news. Hudson's very own sportscaster comes on camera with the final score, some brief stats, and possibly a few instant replays!

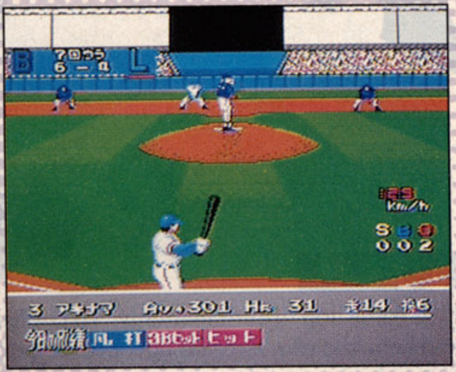


Sportscaster: "Hudson's sportscaster shows highlights after the game is completed."

Options – Time Out!

You certainly won't have to worry about running out of choices with this cart. There are twelve basic teams to choose from. Each individual team has its own strengths and weaknesses. Some teams have great batting skills while others can whip the ball from base to base with the greatest of ease. Some teams can pitch fast-balls that top 170 km/h! No matter which team you choose, though, you'll find that you can manipulate the roster (each team has over 20 members) in a number of different ways.

PROTIP: If you want a hard-hitting team, try the Cark, Litons, or the G-Jans. They each have five players with averages of 300 or better.



The computer keeps tabs on every batter's performance during the game. The batter is 2 for 3 so far, with a single and a triple.

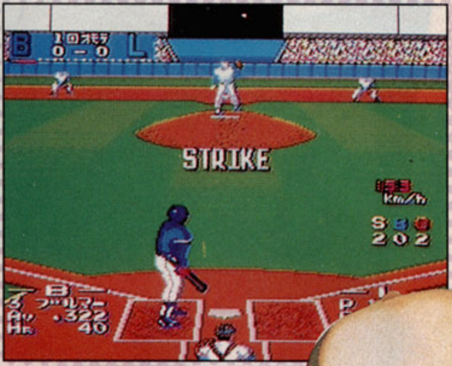
PROTIP: Overall, the Orivers have the fastest pitchers. Unfortunately, all but one of them is right-handed.

PROTIP: Against human opponents, you can't do better than to use submarine-style sidearm pitchers. The batter usually has a harder time identifying their pitches due to the way they move.

Statistically Speaking

Stats are a very important part of Power League III. They're simple to understand though the game is in Japanese. At a glance you can find out how fast your fielders can throw and how fast the guy on second can run. This information can be very important when you're down by three runs.

However, statistics aren't very useful if you can't act on them. In Power League III you can change pitchers, fielders, batters, and runners in mid-game. Now you aren't stuck with that weak left fielder who can't throw the ball more than five feet! You can also send in unused players and change the positions that each player plays. Of course, if you change too much, you might end up with an uncoordinated team.



The "B" team's top power-hitter gets called for a third strike.

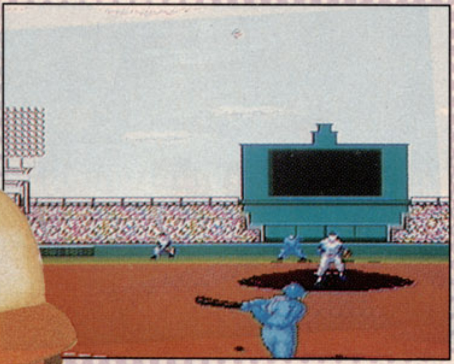
One of your final options as the "manager" of a team is to change the names of up to six players. And, if you have back-up ram (the Japanese counterpart of the TurboBooster Plus), you can save the new names for use in future games.

PROTIP: Use the "Change Runner" option often just to check the speed of the runners, even if you don't plan to change them. At least you'll know whether or not they have a good chance to steal a base.

PROTIP: Change your pitcher after he throws 35 pitches. Once he reaches that point, he'll be slow and unable to throw curve balls very well.

On Location

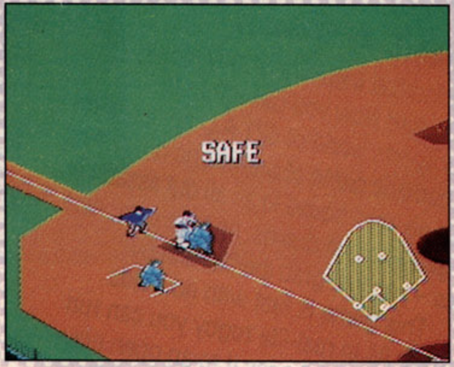
Baseball just wouldn't be the same without the many different stadiums each team plays in. Power League III offers you three types to choose from. The first is the Hu Dome. This stadium is average in size and dull looking. The second, Rokkohsan, is probably the ugliest stadium in baseball history. Of course, due to its size, it's also the easiest stadium to hit home runs in. The final ballpark, Hu Stadium, is the newest and the biggest of the three. You have to be good to play here.



Power League III features three different stadiums, all with unique dimensions and characteristics.

PROTIP: Beware of the extremely high walls in Hu Stadium. Just because it looks like you hit a home run doesn't mean it will be a home run.

PROTIP: In Rokkohsan, grounders have a tendency to drift. Don't plan on standing in place waiting for them to come to you.



A close call at third base.

Three for Four

Power League III is the first baseball game to offer a four-player simultaneous play mode. With a multi-player adaptor (the Japanese TurboTap) and a few additional controllers, your friends don't have to sit around and watch anymore! During a four-player game, two people are on each team. One person controls the pitcher, and the other controls the fielders. During batting teammates automatically switch off. This set-up works really well and makes the game even more fun to play!

PROTIP: When playing with four people, watch for the signal denoting whose turn it is to bat. It's all too easy to strikeout while waiting for someone to swing.

Final Score

Between the flashy graphics and fantastic sound lies a truly great baseball game. Hudson Soft has definitely created one of the best sports games available to date. But now it's up to NEC. Will Power League III ever reach American shores? We hope so.

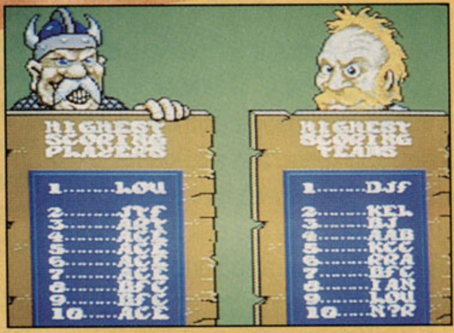
Power League III by Hudson Soft for the PC Engine.

POWER LEAGUE III

Hot at the Arcades

By Hack 'n Slash

Most professional sports are just a step away from being legal mayhem. Take football and boxing, for example. If you take away the rules and penalties and the sophisticated strategies, what do you get? Nawwww, not the New England Patriots and Buster Douglas' trainers. You probably end up with something like Pigskin and Pit Fighter, this month's hot sports coin-ops.



HIGHEST SCORING PLAYERS	HIGHEST SCORING TEAMS
1........LOU	1........DJF
2........JYF	2........KEL
3........ABT	3........BJ
4........ACE	4........AAB
5........ACE	5........KCC
6........ACE	6........RRA
7........ACE	7........BFC
8........BFC	8........IAN
9........BFC	9........LOU
10......ACE	10......N?R

Pigskin (Bally/Midway)

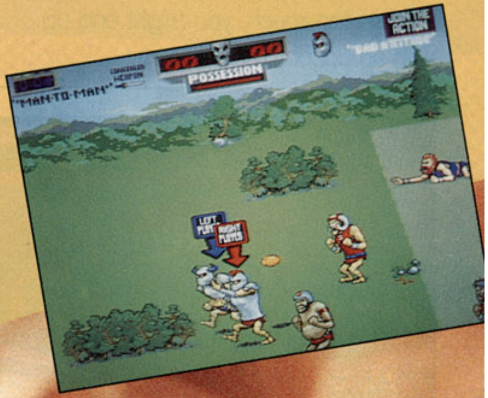
Before football there was rugby. Before rugby? Pigskin! Now you can return to the wacky sports world of 621 A.D. to play a totally barbaric game of prehistoric rugby. You lead a six man squad in an all out assault on the goal. No first downs, no time outs, no rules – you just grab the ball and go!

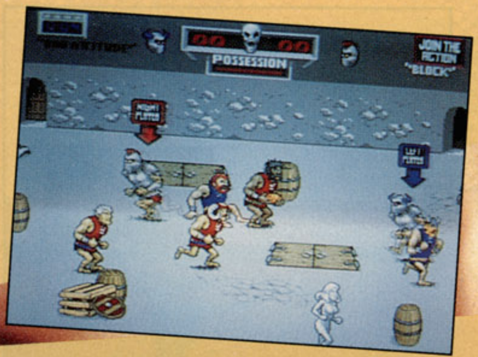
This game is fast with no holds barred. As in real-life rugby you can run with the ball and pass it to an open player. To score you run the ball in or kick it across the goal line. Defense? Try kicking, tripping, eye-gouging, and elbow smashes – and those are some of the tamer moves in this game. Additionally, obstacles such as mud pits and trap doors make every play a hilarious adventure.

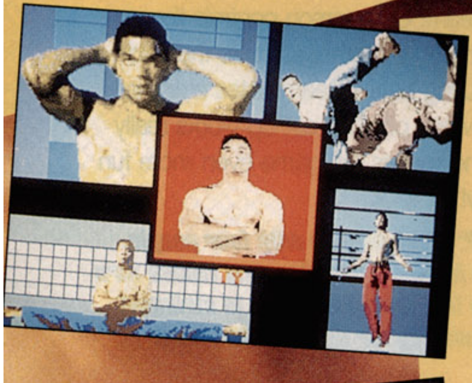
You can play the computer or your buddy at Regular or Pro play levels. You can also pick several offensive and defensive strategies, but it's awfully hard to tell what works during the onscreen pandemonium. You can't take this one too seriously, but it's good fun. This is classic footbrawl.

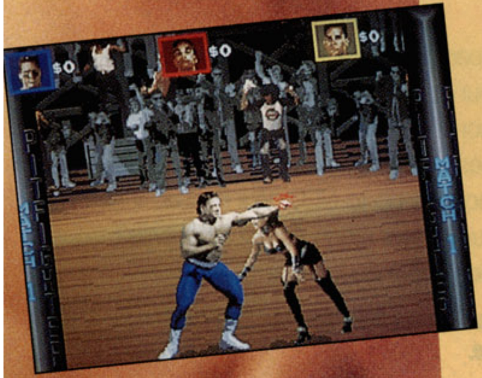
PROTIP: Hit the Pass and the Punch buttons simultaneously to make a flying tackle.

PROTIP: Periodically press the Team button to change your team's strategy and keep the other guys off balance.









Pit Fighter (Atari)

By now you've heard of virtual reality. Are you ready for video reality?

Pit Fighter is an awesome beat-em-up that uses digitally processed graphics for the knuckle-busting graphics. This coin-op's look is totally unique, even the crowd scenes are composed of digitized photos, and do those people look jacked up!

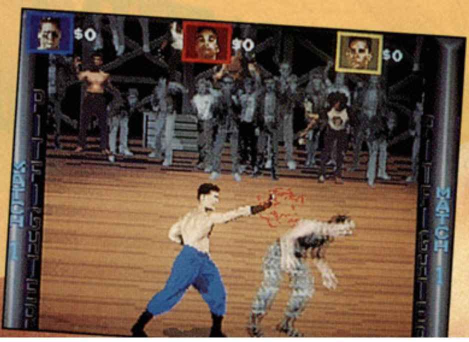
That's because the action here is brutal. In fact you score bonus points for brutality. You can fight solo, or three players can play simultaneously. Become one of three masters of street fighting, each skilled in a different fighting form. Your opponents are slimy low lifes such as Chainman Eddie and the Angel.

Keep your eyes open for weapons such as knives and pipes, but you can also toss crates, oil drums, chairs, and even motorcycles at the goons. Oh yeah, they throw all those things at you, too.

Win three matches in a row and you automatically enter a Grudge Match where you fight other paying players in a free-for-all, or you face a digitized twin of yourself in a mano-a-mano showdown. Keep winning and you battle the Masked Warrior. Feeling the pits? Try Pit Fighter.

PROTIP: Hit all three buttons simultaneously to make your player's Super Move.

PROTIP: Hit your opponents when they're down to rack up Brutality points.



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PRO Classics

TECMO BOWL

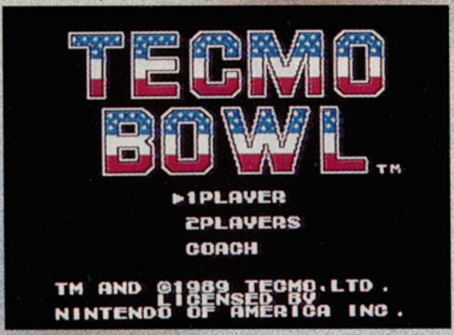
By Gideon

This month's featured game is truly a ProClassic – it was voted the number one sports game by GamePro readers in our recent Sports Games Survey. It easily beat out Punchout!, Blades of Steel, and Double Dribble without even breaking a sweat! So, for those of you who still don't know about the hottest gridiron action around, strap on your helmet and tighten your cleats, 'cuz it's CRUNCHTIME!!

Popular Poppa

Tecmo Bowl is a faithful adaptation of the monster four-man arcade hit of the same name. It retains all the fast action, fun graphics, and excellent playability of the arcade version, but adds a couple of unique features that separate it from its predecessor.

Tecmo Bowl for the NES features three different play modes: One Player, Two Player, and Coach Mode. In the Coach Mode you're the big kahuna of your team as you call the plays and watch the computer battle it out against your opponent. You can focus all your attention on a surefire winning strategy, and if the play lays an egg on the field you can always blame your players!



TECMO BOWL TM

▶1PLAYER
2PLAYERS
COACH

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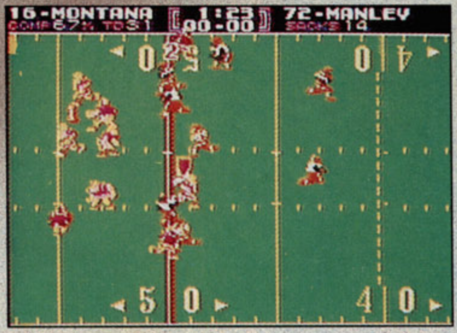
Play against the computer, against a friend, or sit back and coach from the sidelines.

This game is endorsed by the NFL Players Association so you get to play with the actual squads of your favorite NFL teams! Become Jerry Rice and catch a game-winning long bomb, or slip into Lawrence Taylor's shoes and go for the blitz! The players onscreen actually perform as well as their real-life counterparts. For example, Indianapolis' Albert Bentley doesn't cut against the green as well as Los Angeles' Bo Jackson. Having the actual NFL players' names and talents at your fingertips adds a touch of realism that you just can't get from other NES football games!



Hire Joe without having to pay his salary!

It's Not Regulation, But It's Close...

Tecmo Bowl has several characteristics that separate it from professional football. You'll immediately notice that time is extremely limited in this game. Quarters are only FIVE minutes long and you have NO time outs. In fact, the game clock ticks down at such a haphazard rate that it's essential to keep an eye on it. Don't worry about balancing your running and passing plays – always go for the score!

PROTIP: Take your time when you're on offense. The ball clock doesn't start running until after you hike the ball. Study the defense formation at your leisure and locate your receivers.

On Either Side of the Ball

Tecmo Bowl's only drawback is the lack of play options. There are only four offensive and defensive plays to select from. The patterns differ among the teams, but basically you can run left or right, and pass

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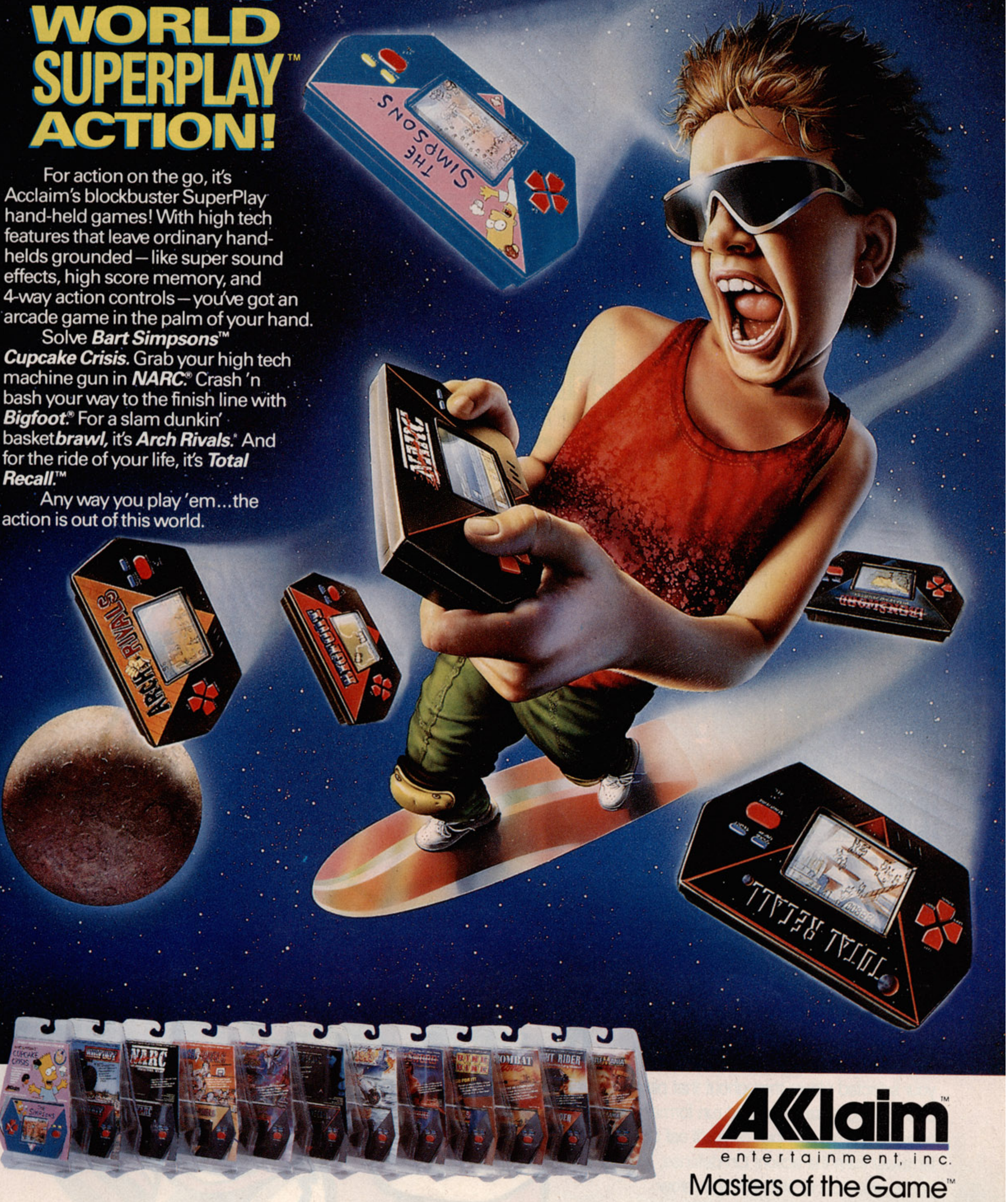

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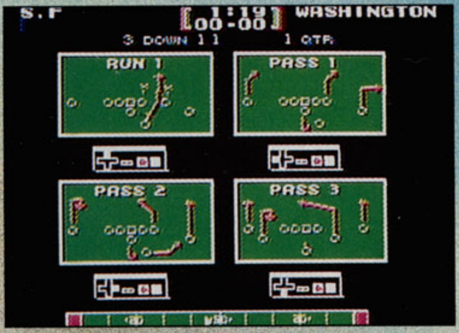
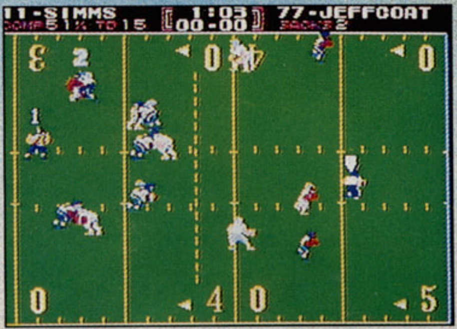
short or long. The most you can do to vary your play options is to run in the reverse direction, or option for a quarterback draw when the defense is wide open.



An extremely limited menu of plays hampers the appeal of an otherwise excellent game.

On offense, you'll need quick reflexes as you drop back into the pocket and select the open receiver. As soon as your QB releases the ball you become the chosen reciever and must manuever into the path of the ball and fight for maximum yardage! Both the receivers and running backs have the ability to straight-arm oncoming tacklers and knock them aside for extra yardage.

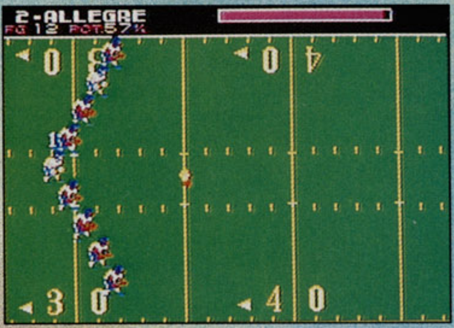


PROTIP: Immediately drop the quarterback back in order to have enough time to search out the open receiver.

PROTIP: Repeatedly press Button A to straight-arm oncoming tacklers before making contact.

Select any one of the 11 defensive players to control before the offense hikes the ball. Unfortunately, you're stuck with your selected player throughout that play. Learn to recognize pass and run formations as best as you can or you'll eat dirt far away from the action! On defense, you're also able to stiff arm and throw aside opposing blockers. A well timed diving tackle enables you to take down any player, regardless of how big or how fast he's running.

If you want to make it to the Tecmo Bowl Championships it's essential that you have a great kicking game. A pulsating power meter controls how far you kick the football. Try to time your kick so that you nail a bomber each and every time.



PROTIP: Time it out when you kick off. It's best to press the button just as the meter passes the halfway mark.

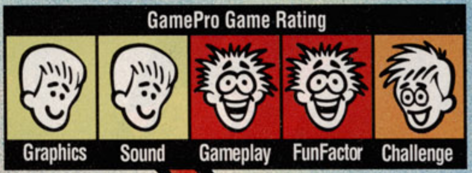
A Video Hit!

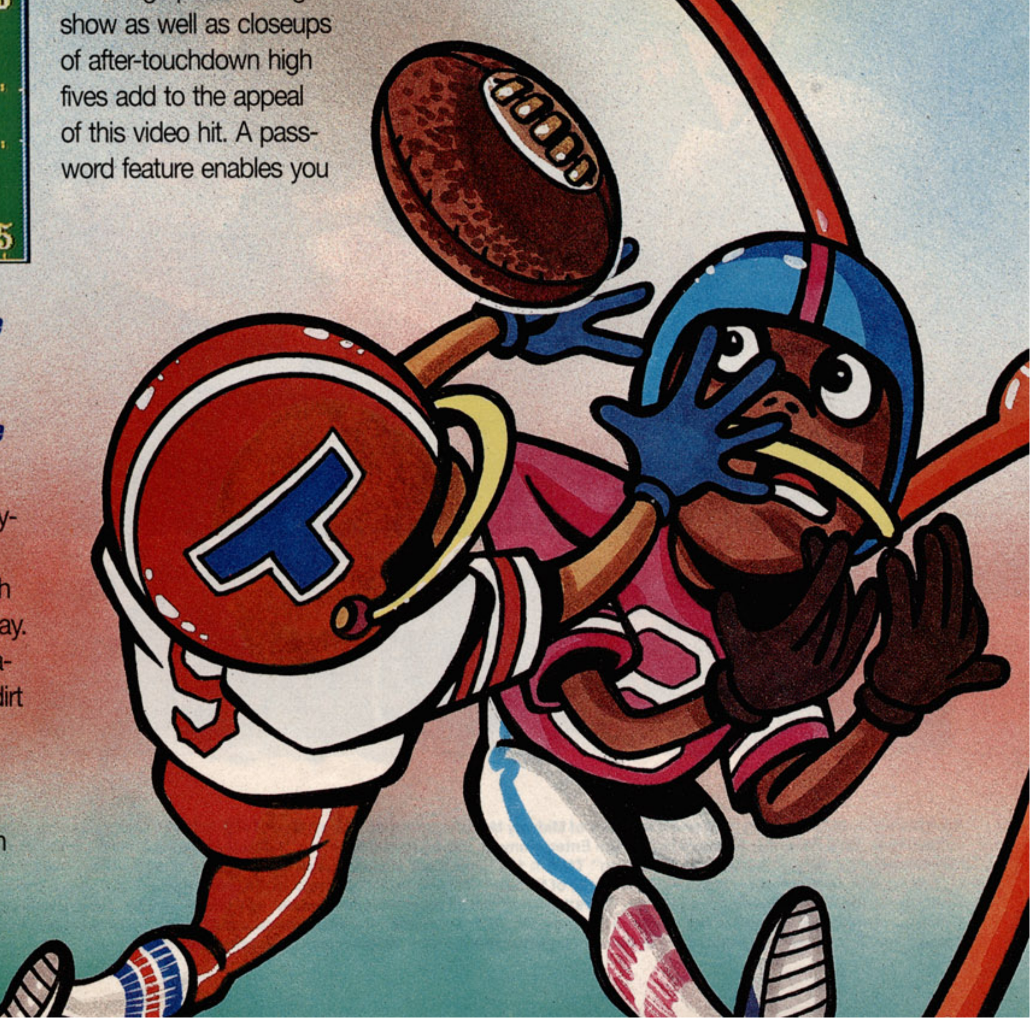
Tecmo Bowl features large, clear characters that make it is easy to discern all the players on the field. The controls are very easy to learn and gameplay is extremely responsive. A catchy theme song and attractive graphics during the half time show as well as closeups of after-touchdown high fives add to the appeal of this video hit. A password feature enables you to put the game aside and continue your winning season whenever you like.

Check out all the video highlights!

If you're ailing for fast-paced, arcade football action, Tecmo Bowl may be the perfect prescription for you! Although newer football games may have more features and better graphics, the appeal of Tecmo Bowl remains true. Find out what thousands of GamePros already know – Tecmo Bowl is a lot of FUN!

Tecmo Bowl by Tecmo ($44.99 – Available Now, 1 meg).





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GAMEPRO 1990 INDEX

Hey, GamePros! The following is an index to all of the products (hardware and software) reviewed in the 1990 issues of GamePro. To find what you're looking for simply look up the name of the game or product. After the name you'll find a symbol that indicates which system the product goes with: (**N** = Nintendo, **G** = Genesis, **T** = TurboGrafx-16, **A** = Atari, **GB** = Game Boy, **L** = Lynx, **Arc** = Arcade Game), what kind of a feature it was, the month of the issue the review is in and the page number. Hope this helps all of you who are wondering when your favorite game was reviewed!

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California Raisins – **N** (Short ProShot)....Sept., 106
Captain Comic – **N** (ProView)....Jan., 34
Captain Skyhawk – **N** (Short ProShot)....July, 96
Captain Skyhawk – **N** (ProView)....Aug., 28
Casino Games – **M** (ProView)....Feb., 44
Castle Quest – **N** (Short ProShot)....Jan., 70
Castlevania – **N** (Adventures of GamePro)....Jan., 22
Castlevania III – **N** (ProView)....Oct., 50
Catrap – **GB** (ProView)....Dec., 142
Center Court – **Arc** (Hot at the Arcades)....Feb., 24
Challenge of the Dragon – **N** (Short ProShot)....Dec., 146
Chessmaster – **N** (ProView)....Feb., 34
Chiller – **N** (Short ProShot)....May, 74
Chip 'n Dale Rescue Rangers – **N** (ProView)....Apr., 34
Circus Caper – **N** (Short ProShot)....Sept., 108
Code Name: Viper – **N** (ProView)....July, 42
Columns – **G** (ProView)....Sept., 66
Columns – **M** (ProView)....Dec., 136
Commando – **A** (ProView)....Jan., 48
Competition Pro – **N** (Product Review)....Dec., 86
Competition Pro Star – **G** (Product Review)....Dec., 88
Competition Pro Star – **T** (Product Review)....Dec., 92
Conquest of the Crystal Palace – **N** (Short ProShot)....Dec., 146
Contra – **N** (ProClassic)....June, 28
Core Grafx (Cutting Edge)....Mar., 14
Cosmo Tank – **GB** (ProView)....Sept., 86
Cratermaze – **T** (ProView)....June, 72
Cyberball – **G** (Short ProShot)....Aug., 86
Cyberball – **G** (ProView)....Sept., 38
Cybercore – **T** (Short ProShot)....June, 106
Cybercore – **T** (ProView)....July, 64

D

Daedalian Opus – **GB** (Short ProShot)....May, 78
Days of Thunder – **N** (ProView)....Nov., 64
Déjà Vu – **N** (Short ProShot)....Nov., 150
Devil's Crush – **T** (ProView)....Aug., 58
Dick Tracy – **N** (Short ProShot)....Aug., 86
Dick Tracy – **N** (ProView)....Sept., 56
Dick Tracy – **G** (ProView)....Nov., 66
Dirty Harry – **N** (Short ProShot)....June, 104
Dirty Harry – **N** (ProView)....Nov., 68
Duck Tales – **GB** (Short ProShot)....Sept., 110
Duck Tales – **GB** (ProView)....Oct., 88
Double Dare – **N** (Short ProShot)....July, 94
Double Dragon – **N** (ProClassic)....Jan., 18
Double Dragon II – **N** (ProView)....Jan., 29
Double Dungeons – **T** (Short ProShot)....July, 96
Double Player – **N** (Product Review)....Dec., 84
Drac's Night Out – **N** (ProView)....Oct., 52
Dragon Spirit – **T** (Short ProShot)....Jan., 72
Dragon Warrior II – **N** (Short ProShot)....Oct., 112
Dragon Warrior II – **N** (ProView)....Nov., 86
Dragon's Curse – **T** (ProView)....Oct., 82
Dragon's Lair – **N** (ProView)....Oct., 60
Dungeon Explorer – **T** (ProView)....Jan., 45
Dungeon Magic – **N** (Short ProShot)....Dec., 148
Dusty Diamond's All–Star Softball – **N** (ProView)....June, 50

E

Earthshaker – **Arc** (Hot at the Arcades)....June, 34
ESWAT – **Arc** (Hot at the Arcades)....July, 30
ESWAT – **G** (ProView)....Sept., 58
ESWAT – **M** (ProView)....Sept., 76

F

Fantasy Zone – **N** (Short ProShot)....Apr., 86
Final Fight – **Arc** (Hot at the Arcades)....June, 34
Final Lap Twin – **T** (ProView)....Feb., 58
Forgotten Worlds – **G** (Short ProShot)....Jan., 72
Forgotten Worlds – **G** (ProView)....Mar., 46
Frankenstein – **N** (ProView)....Oct., 54
Freedom 16 – **G** (Product Review)....Dec., 86
Freedom 16 – **T** (Product Review)....Dec., 90

G

Galaxy 5000 – **N** (Short ProShot)....Nov., 148
Galaxy Force – **Arc** (Hot at the Arcades)....Sept., 28
G–LOC Air Battle – **Arc** (Hot at the Arcades)....Sept., 28
Game Gear (Cutting Edge)....Dec., 30
Game Genie – **N** (Cutting Edge)....June, 26; Sept., 18
Game Handler – **N** (Product Review)....Dec., 86
Gargoyle's Quest – **GB** (Short ProShot)....July, 98
Gargoyle's Quest – **GB** (ProView)....Aug., 66
Gauntlet: The Third Encounter – **L** (ProView)....May, 56
Ghosts 'n Goblins – **N** (ProClassic)....Oct., 30
Ghostbusters – **G** (Short ProShot)....Apr., 88
Ghostbusters – **G** (ProView)....June, 68
Ghostbusters II – **N** (Short ProShot)....Jan., 70
Ghostbusters II – **N** (ProView)....Mar., 32
Ghostbusters II – **GB** (ProView)....Oct., 54
Ghouls 'n Ghosts – **G** (Adventures of GamePro)....Mar., 24; Apr., 28; May, 26
Gizmo – **G** (Cutting Edge)....Apr., 18; Dec., 88
Goal! – **N** (Short ProShot)....Feb., 80
Godzilla – **N** (Short ProShot)....Jan., 70
Golden Axe – **G** (ProView)....Jan., 38
Golden Axe – **M** (ProView)....Mar., 38
Gremlins 2 – **N** (ProView)....Nov., 62

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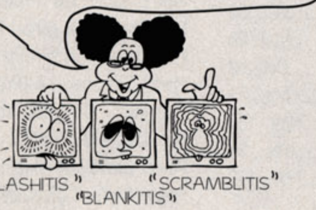
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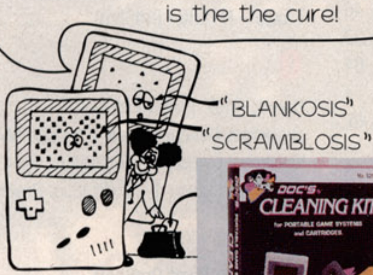
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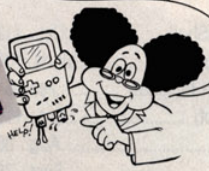
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H

Hands Free – **N** (Product Review)......Dec., 90
Handheld Games Buyer's Guide – GB/Lynx......Dec., 67
Hard Drivin' – **Arc** (Hot at the Arcades)......Jan., 20
Harlem Globetrotters – **N** (Short ProShot)......Nov., 150
Harmony – **GB** (Short ProShot)......Oct., 116
Hatris – **GB** (ProView)......Dec., 182
Hatris – **N** (ProView)......Dec., 182
Heavy Shreddin' – **N** (Short ProShot)......Mar., 68
Heavyweight Championship Boxing – **GB** (Short ProShot)......July, 98
Heavyweight Championship Boxing – **GB** (ProView)......May, 64
Hellfire – **G** (Short ProShot)......Nov., 156
Hellfire – **G** (ProView)......Dec., 130
Heroes of the Lance – **N** (Short ProShot)......May, 72

I

Ikari Warriors – **A** (ProView)......Mar., 52
Image Fighter – **N** (Short ProShot)......June, 104
The Immortal – **N** (Short ProShot)......Nov., 148
The Immortal – **N** (ProView)......Dec., 118
In Your Face – **GB** (Short ProShot)......Nov., 158
Indiana Jones and the Last Crusade – **N** (Short ProShot)......Oct., 114
Indiana Jones and the Last Crusade – **N** (ProView)......Nov., 70
Ishido – **GB** (ProView)......Oct., 90

J

Jackie Chan's Action Kung Fu – **N** (Short ProShot)......Oct., 112
Jackie Chan's Action Kung Fu – **N** (ProView)......Dec., 120
James "Buster" Douglas Knockout Boxing – **G** (Short ProShot)......Sept., 108
J.J. and Jeff – **T** (Short ProShot)......Apr., 88
J.J. and Jeff – **T** (ProView)......May, 48
Jack Nicklaus' Greatest 18 Holes of Championship Golf – **N** (Short Pro Shot)......Feb., 82
Joe Montana Football – **G/M** (Sneak PreView)......Sept., 44
John Elway's Quarterback – **N** (Short ProShot)......Feb., 84
John Madden Football – **G** (Short ProShot)......Dec., 148
Journey to Silius – **N** (ProView)......Nov., 96

K

Kickle Cubicle – **N** (Short ProShot)......Oct., 112
King of Casino – **T** (Short ProShot)......June, 106
Kings of the Beach – **N** (Short ProShot)......Feb., 84
Kiwi Kraze – **N** (Short ProShot)......Oct., 114
Klax – **N** (Short ProShot)......Aug., 86
Klax – **T** (ProView)......Sept., 78
Kwirk – **GB** (ProView)......Mar., 54

L

Lakers vs. Celtics – **G** (Short ProShot)......Nov., 154
Last Alert – **T** (Short ProShot)......Nov., 156
The Last Ninja – **N** (Short ProShot)......Nov., 150
Lee Trevino's Fighting Golf – **N** (Short ProShot)...Feb., 84
Legendary Axe II – **T** (ProView)......Nov., 118
Little League Baseball Championship Series – **N** (ProView)......June, 52
Little Nemo the Dream Master – **N** (Short ProShot)......Nov., 148
Little Nemo the Dream Master – **N** (ProView)....Dec., 116
Lock 'n Chase – **GB** (Short ProShot)......Aug., 88
Low G Man – **N** (ProView)......Sept., 54

M

Mad Max – **N** (Short ProShot)......Apr., 86
The Mafat Conspiracy – **N** (Short ProShot)......May, 76
The Mafat Conspiracy – **N** (ProView)......June, 60
Magic Johnson's Fast Break – **N** (ProView)......May, 34
Magician's Lord – **Arc** (Hot at the Arcades)......Nov., 42
Malibu Beach Volleyball – **GB** (Short ProShot).....Mar., 69
Malibu Beach Volleyball – **GB** (ProView)......Apr., 66
Maniac Mansion – **N** (Short ProShot)......May, 74
Maniac Mansion – **N** (ProView)......June, 58
Master Chu and the Drunkard Hu – **N** (Short ProShot)......May, 72
Mat Mania – **A** (ProView)......Apr., 68
Mean 18 – **A** (ProView)......Feb., 62
Mega Con – **G** (Product Review)......Dec., 88
Mega Man – **N** (ProClassic)......Apr., 22
Mega Man 3 – **N** (Sneak Preview)......Sept., 52
Mega Man 3 – **N** (ProView)......Nov., 78
Meltdown – **A** (ProView)......Oct., 86
Mendel Palace – **N** (ProView)......Nov., 88
Mercenary Force – **GB** (ProView)......Oct., 92
Metal Fighter – **N** (Short ProShot)......May, 72
Metal Mech – **N** (Short ProShot)......Nov., 150
Michael Andretti World GP – **N** (ProView)......Feb., 38
Mickey Mouse – **G** (Short ProShot)......Nov., 156
Midnight Resistance – **Arc** (Hot at the Arcades)......Apr., 24
Mike Ditka's Big Play Football – **N** (ProView).......Sept., 42
Military Madness – **T** (ProView)......Mar., 48
Miner 2049er – **GB** (Short ProShot)......June, 108
Miracle Piano Teaching – **N** (Cutting Edge)......Oct., 26
Mission: Impossible – **N** (ProView)......Oct., 66
Mondu's Fight Palace – **G** (ProView)......Oct., 68
Monster Lair – **T** (ProView)......Apr., 50
Moonwalker – **G** (Short ProShot)......June, 106
Moonwalker – **G** (ProView)......July, 54; Aug., 46
Moonwalker – **Arc** (Hot at the Arcades)......Oct., 36
Moto Roader – **T** (Short ProShot)......Feb., 84
Moto Roader – **T** (ProView)......June, 74
MotorPsycho – **A** (ProView)......Aug., 62
Mr. Chin's Gourmet Paradise – **GB** (Short ProShot)......Dec., 150
Ms. Pacman – **N** (ProView)......June, 62
MTV Remote Control – **N** (Short ProShot)......Mar., 68
Muppet Adventure – **N** (Short ProShot)......Oct., 112
Mystic Defender – **G** (Short ProShot)......Jan., 72

N

Narc – **N** (Short ProShot)......June, 104
Narc – **N** (ProView)......Sept., 50
Nemesis – **GB** (ProView)......Apr., 64
Neo Geo (Cutting Edge)......Dec., 24
NES Joystick – **N** (Product Review)......Dec., 85
NES Play Action Football – **N** (Sneak Preview)......Sept., 44
Neutopia – **T** (Short ProShot)......May, 76
The New Zealand Story – Mega Drive (Overseas ProSpects)......Nov., 40
NFL Football – **N** (Short ProShot)......Feb., 80
NFL Football – **GB** (ProView)......May, 52
Night Striker – **Arc** (Hot at the Arcades)......Apr., 24
Nightmare Basketball – **M** (Short ProShot)......Feb., 84
Ninja Combat – **Arc** (Hot at the Arcades)......Nov., 42
Ninja Gaiden II – **N** (ProView)......May, 32
Ninja Golf – **A** (ProView)......May, 50
Ninja Spirit – **T** (ProView)......Nov., 112
Ninja Warriors – PC Engine (Overseas ProSpects)......Jan., 66
North and South – **N** (Short ProShot)......Dec., 148

O

Ordyne – **T** (ProView)......Apr., 52

P

Pac–Land – **T** (Short ProShot)......Mar., 69
Palamedes – **N** (Short ProShot)......Dec., 146
Paperboy – **GB** (Short ProShot)......Apr., 88
Paperboy – **M** (ProView)......Sept., 72
Paperboy – **L** (ProView)......Dec., 149
Pat Riley Basketball – **G** (ProView)......Aug., 50
Penguin Wars – **GB** (ProView)......Sept., 84
Pesterminator – **N** (Short ProShot)......Sept., 106
Phantasy Star II – **G** (ProView)......Mar., 40
Phelios – **G** (ProView)......Nov., 100
Pictionary – **N** (Short ProShot)......June, 104
Pinball Quest – **N** (Short ProShot)......July, 96
Pipe Dream – **GB** (Short ProShot)......Sept., 110
Pipe Dream – **GB** (ProView)......Dec., 182
Pipe Dream – **N** (Short ProShot)......July, 84
Pipe Dream – **N** (ProView)......Dec., 182
Planet Smasher – **A** (ProView)......Sept., 82
Populous – **G** (Short ProShots)......Aug., 86
Populous – **G** (ProView)......Sept., 60
Power Glove – **N** (Cutting Edge)......Nov., 26
Power Golf – **T** (ProView)......Feb., 54
Power Pro (Cutting Edge)......Dec., 30
Princess Tomato in the Salad Kingdom – **N** (Short ProShot)......Dec., 146
Psycho Fox – **M** (ProView)......May, 40
Psycho Fox – **M** (Adventures of GamePro)......Sept., 30; Oct., 40
Psychosis – **T** (Short ProShot)......Sept., 110
Psychosis – **T** (ProView)......Nov., 116
The Punisher – **N** (Short ProShot)......Oct., 114
Puznik – **N** (Short ProShot)......Nov., 154
Puzzle – **N** (Short ProShot)......Sept., 106

Q

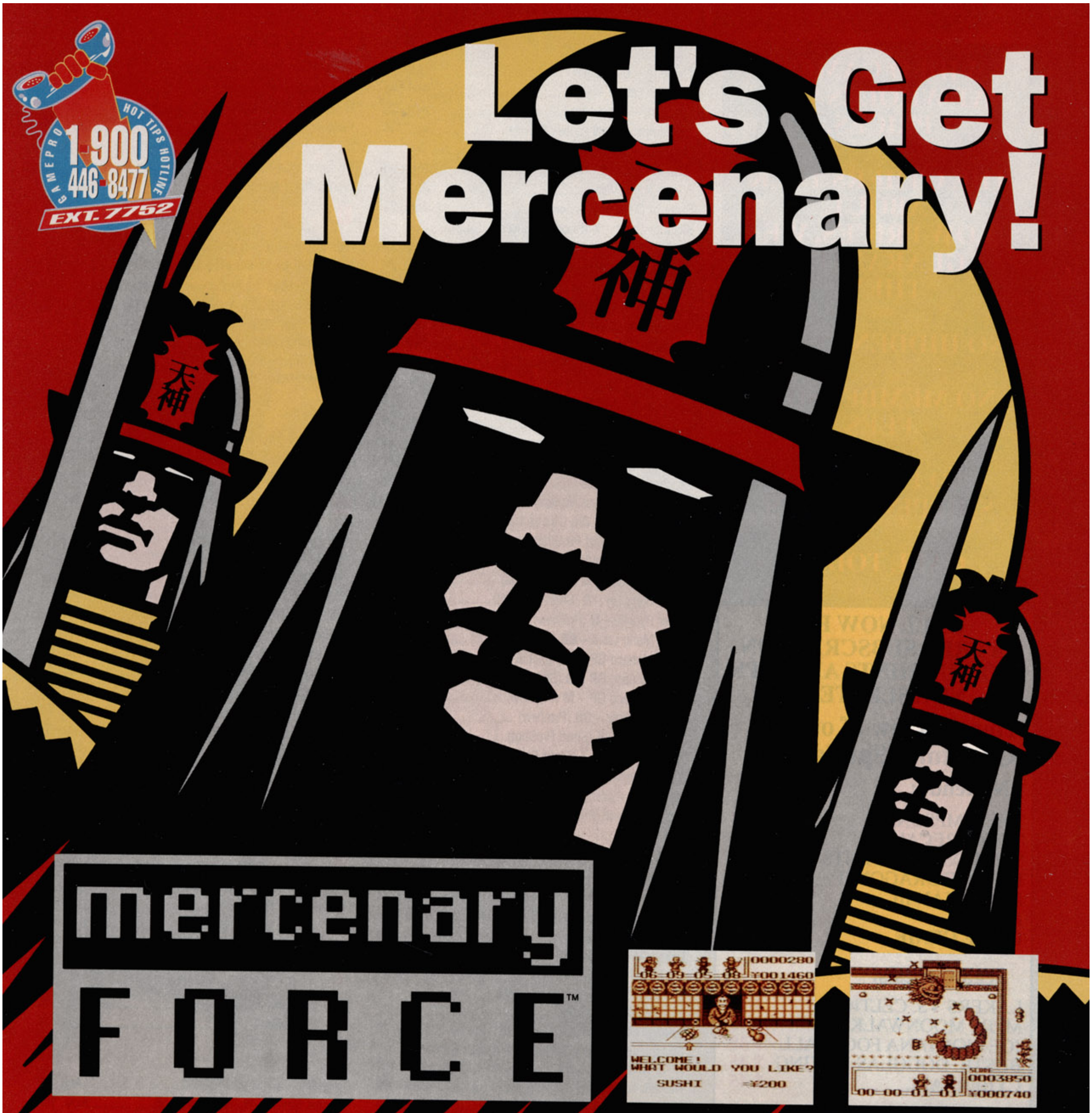
Quarth – **GB** (Short ProShot)......July, 98
Quickshot Maverick 2 – **N** (Product Review)......Dec., 85
Quickshot Python 4 – **G** (Product Review)......Dec., 88
Quickshot Python 4 – **T** (Product Review)......Dec., 92

R

R–Type –**T** (Short ProShot)......Jan., 72
Rad Gravity – **N** (Adventures of GamePro)......Nov., 50; Dec., 52
Rad Racer II – **N** (Short ProShot)......June, 104
Rad Racer II – **N** (ProView)......July, 52
Rambo III – **G** (ProView)......Jan., 40
RBI Baseball 2 – **N** (ProView)......June, 48
The Rescue of Princess Blobette – **GB** (Short ProShot)......Dec., 150
Revenge of Shinobi – **G** (ProView)......Apr., 42
Roadblasters – **N** (ProView)......Mar., 36
Roadblasters – **L** (ProView)......Dec., 148
Robocop II – Super Famicom (Overseas ProSpect)......Dec., 42
Rock 'n Ball – **N** (ProView)......Apr., 32
Roller Games – **N** (ProView)......Nov., 154
Romance of the Three Kingdoms – **N** (ProView)......Mar., 30

S

Scrap Yard Dog – **A** (ProView)......Dec., 138
Shadow Dancer – **Arc** (Hot at the Arcades)......July, 30
Shadow Dancer – **G** (Short ProShot)......Dec., 148
Shadow of the Ninja – **N** (ProView)......Nov., 84
Sherlock Holmes – **T** (Short ProShot)......Oct., 116
Shinobi – PC Engine (Overseas ProSpect)......Mar., 18
Shinobi Kid – **M** (Short ProShot)......Mar., 68
Shove It! – **G** (Short ProShot)......May, 76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Shove It! – **G** (ProView) .... July, 58
Shuttle (Cutting Edge) .... Mar., 14
Silkworm – **N** (ProView) .... Apr., 38
The Simpsons – **N** (Sneak Preview) .... Dec., 104
Slap Shot – **M** (ProView) .... Apr., 40
Solar Jetman – **N** (ProView) .... Nov., 98
Spot – **N** (ProView) .... Aug., 30
Skate or Die – **N** (ProView) .... Aug., 24
Skate or Die 2 – **N** (Short ProShot) .... July, 94
Skate or Die 2 – **N** (ProView) .... Aug., 24
Skate or Die: Bad 'n Rad – **GB** (ProView) .... Aug., 26
Smash T.V. – **Arc** (Hot at the Arcades) .... Aug., 20
Snake's Revenge – **N** (ProView) .... May, 30
Solstice – **N** (Short ProShot) .... July, 94
Space Harrier – **T** (ProView) .... Mar., 50
Space Invaders – **GB** (ProView) .... May, 54
SpellCaster – **M** (ProView) .... Jan., 36
Spiderman – **GB** (ProView) .... June, 80
Spiderman – **G** (Short ProShot) .... Nov., 154
Splatterhouse – **T** (ProView) .... Aug., 60
Starship Hector – **N** (Short ProShot) .... May, 74
Strider – **G** (ProView) .... Dec., 122
Striker – **G** (Product Review) .... Dec., 88
S.T.U.N. Runner – **Arc** (Hot at the Arcades) .... June, 30
Super C – **N** (Short ProShot) .... May, 74
Super C – **N** (ProView) .... July, 38
Super Cartridge – **N** (Cutting Edge) .... July, 22
Super Hang On – **G** (Short ProShot) .... Feb., 86
Super Hydlide – **G** (ProView) .... June, 66
Super Mario Land – **GB** (ProView/Maps) .... Dec., 34
Super Monaco GP – **Arc** (Hot at the Arcades) .... Jan., 20
Super Monaco GP – **G** (Short ProShot) .... Sept., 108
Super Monaco GP – **M** (ProView) .... Oct., 76
Super Scrabble – **GB** (ProView) .... Nov., 122
Super Sprint – **N** (Short ProShot) .... Feb., 84
Super Volleyball – **T** (Short ProShot) .... Aug., 88
Super Volleyball – **T** (ProView) .... Sept., 80
SuperGrafx (Cutting Edge) .... Mar., 14
Supersonic – **N** (Product Review) .... Dec., 85

T

Tac50 – **G** (Cutting Edge) .... Apr., 18
Takin' It To The Hoop – **T** (ProView) .... Apr., 54
Target Earth – **G** (Short ProShot) .... July, 96
Target Earth – **G** (ProView) .... Aug., 48
Tecmo World Wrestling – **N**
  (Adventures of GamePro) .... June, 36; July, 32
Teenage Mutant Ninja Turtles – **Arc**
  (Hot at the Arcades) .... May, 22
Teenage Mutant Ninja Turtles – **GB** (ProView) .... July, 70
Teenage Mutant Ninja Turtles: The Arcade Game – **N**
  (ProView) .... Dec., 106
Thunder Force – **G** (ProView) .... Jan., 42
Thunder Force III – **G** (Short ProShot) .... Oct., 116
Thunder Force III – **G** (ProView) .... Nov., 108
Thunderbirds – **N** (ProView) .... Aug., 34
Tiger Road – **T** (Short ProShot) .... Nov., 156
Todd's Adventures in Slime World – **L**
  (ProView) .... Sept., 88
Tombs and Treasure – **N** (Short ProShot) .... Jan., 70
Tommy Lasorda Baseball – **G** (ProView) .... Feb., 48
Toobin' – **N** (Short ProShot) .... May, 76
Top Player Golf – **Arc** (Hot at the Arcades) .... Nov., 44
Top Players' Tennis – **N** (ProView) .... Feb., 32
Total Recall – **N** (Short ProShot) .... Sept., 106
Total Recall – **N** (ProView) .... Nov., 72
Tournament Cyberball – **Arc**
  (Hot at the Arcades) .... Jan., 24
Track and Field – **N** (ProClassic) .... Feb., 22
Truxton – **G** (ProView) .... Apr., 48
Turbo Blaster – **N** (Cutting Edge) .... May, 18
TurboExpress – **T** (Cutting Edge) .... Aug., 18; Dec., 30
TurboGrafx CD System (Cutting Edge) .... Jan., 14
TurboStick – **T** (Cutting Edge) .... Apr., 18; Dec., 94
T.V. Sports Football – **T** (Short ProShot) .... Aug., 88
T.V. Sports Football – **T** (ProView) .... Sept., 40
Twin Cobra – **N** (ProView) .... Apr., 38

U

Ultima IV – **M** (Short ProShot) .... Jan., 72
Ultima IV – **M** (ProView) .... June, 78
Ultima: Quest of the Avatar – **N** (ProView) .... Dec., 112
Ultimate Basketball – **N** (Short ProShot) .... Sept., 106
Ultimate Superstick – **T**
  (Cutting Edge) .... Apr., 18; Dec., 92
Ultimate Tiger – PC Engine
  (Overseas ProSpects) .... May, 20

V

Veigues – **T** (ProView) .... Dec., 132
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W

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Walter Payton Football – **M** (ProView) .... Feb., 42
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Werewolf – **N** (ProView) .... Oct., 56
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World Class Baseball – **T** (Short ProShot) .... Feb., 86
World Court Tennis – **T** (ProView) .... Feb., 60
Wrestlemania – **N** (Short ProShot) .... Feb., 80
WWF Superstars – **GB** (Short ProShot) .... July, 98

X

X-Men – **N** (ProView) .... Mar., 34
Xenophobe – **A** (ProView) .... Jan., 50
Xenophobe – **L** (ProView) .... Nov., 124
Xexyz – **N** (ProView) .... May, 36

Y

Ys – **T** (Short ProShot) .... Oct., 116
Ys – **T** (ProView) .... Dec., 134

Z

Zany Golf – **G** (Short ProShot) .... Aug., 86
Zombie Nation – **N** (Short ProShot) .... Nov., 154
Zoom – **G** (ProView) .... Apr., 44

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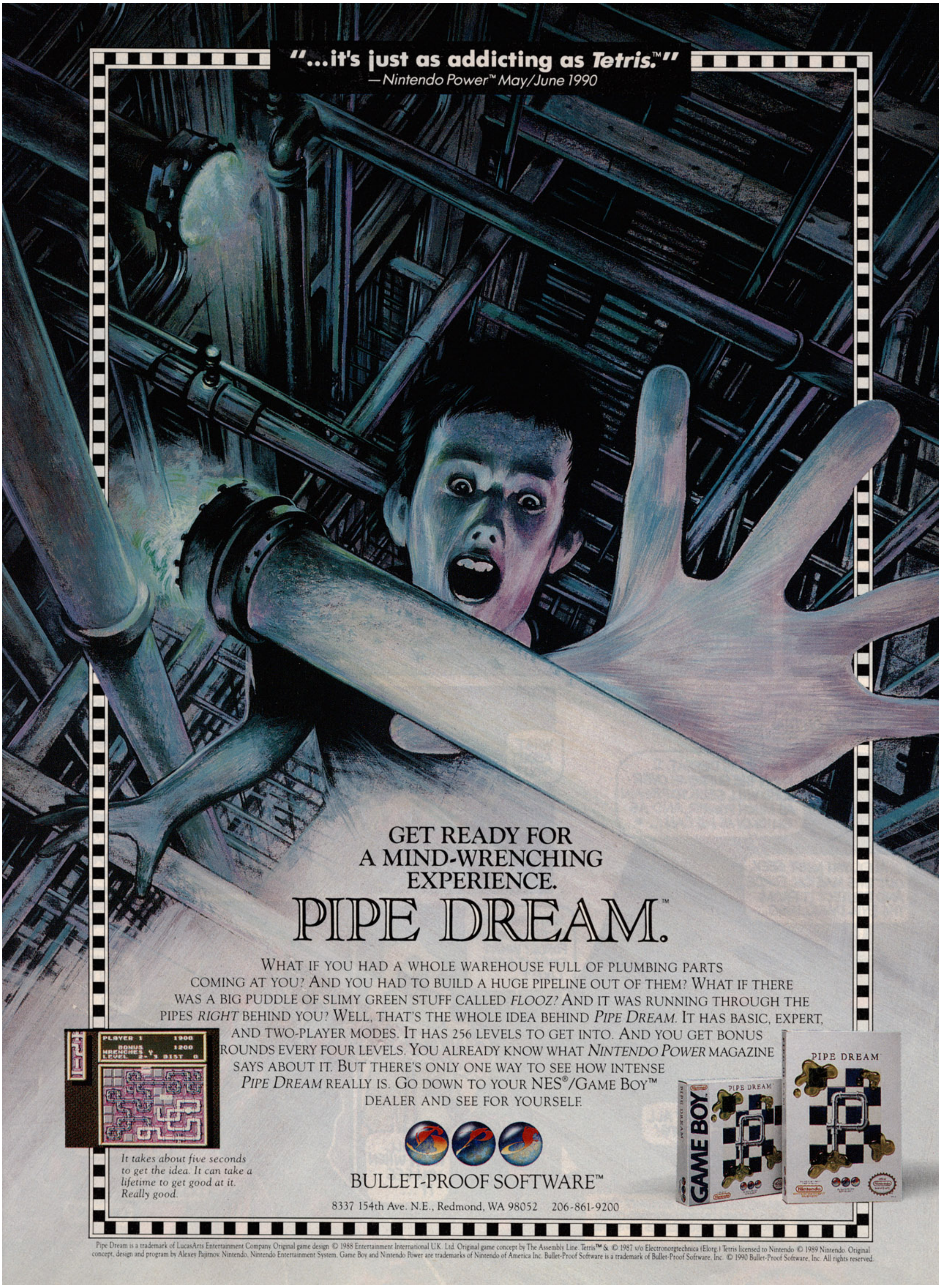

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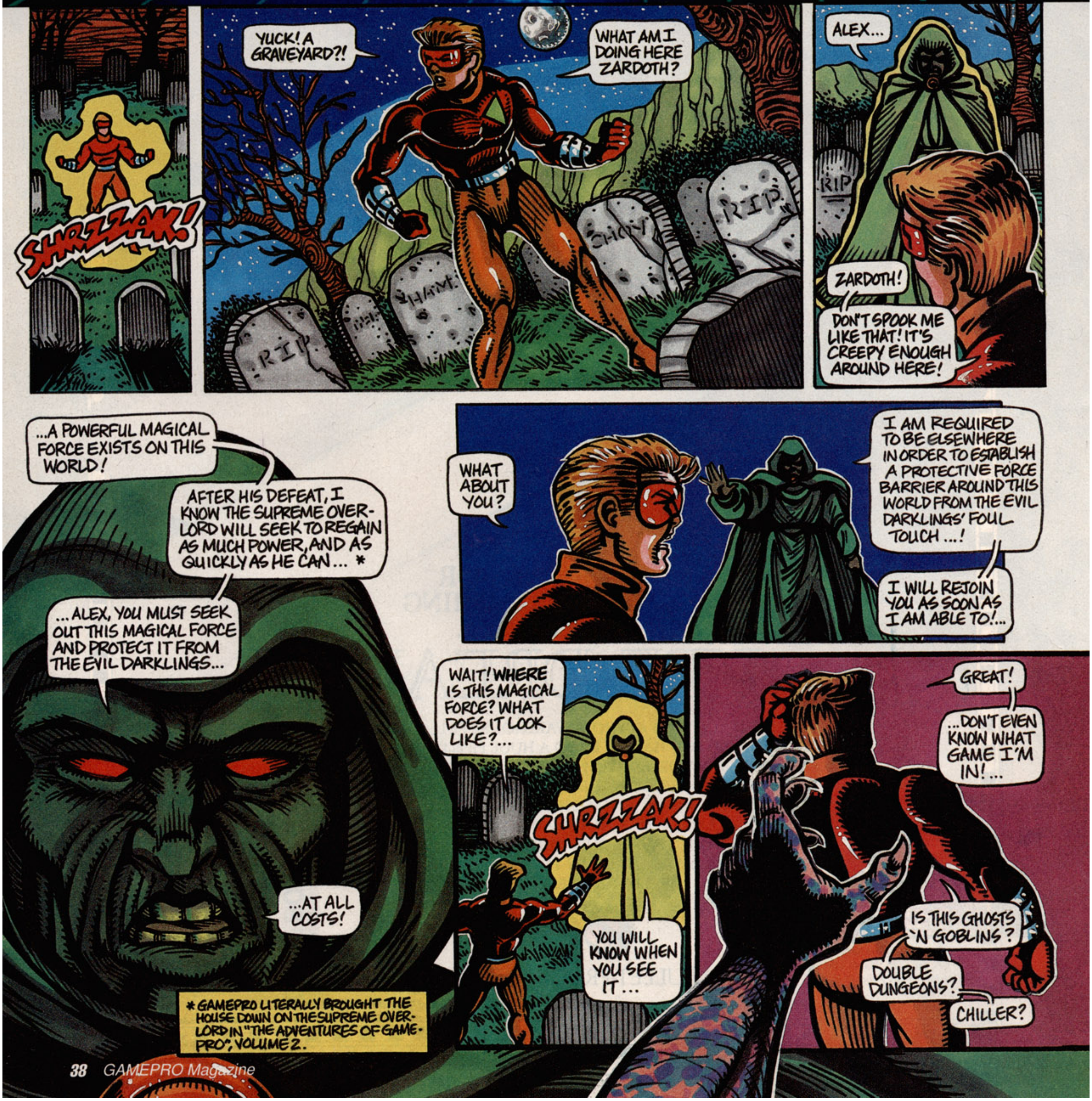
THE ADVENTURES OF GAMEPRO

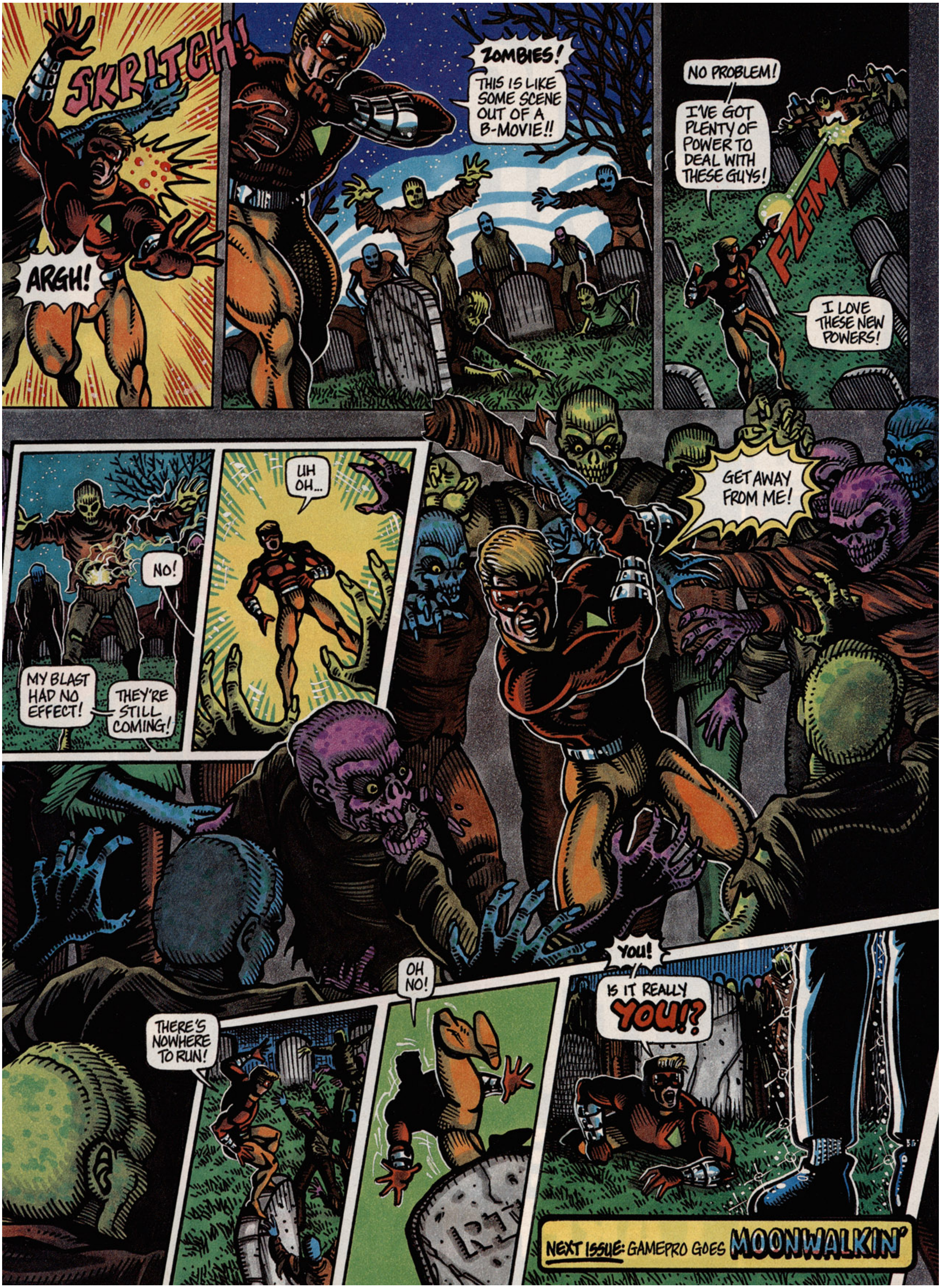
Chapter 16: Thriller!

Alex West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a **reality**! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO – the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: What's this? A new costume? And new powers? Is this still the "Adventures of GamePro"? Yes, it is folks, but A LOT has happened to our hero since the last issue. In "The Adventures of GamePro" comic special Volume 2: GamePro was captured by Stalker and taken before the Supreme Overlord for examinations. Refusing to cooperate, GamePro was attached to a powerful Evil Darklings device that exploded and imbued him with new powers and a new costume! Alex West had achieved a new level of being and a oneness with the Video Dimension! No longer was he a stranger in a strange land. He is now even more determined to rid the Evil Darklings threat once and for all! For all the details, be sure to get "The Adventures of GamePro" comic special Volume 2 by sending **$3.50** (postpaid) to **IDG Communications, Special Products Dept., 80 Elm Street, Peterborough, NH 03458**. Now on with the story!


SHRZZZAK!
YUCK! A GRAVEYARD?!
WHAT AM I DOING HERE ZARDOTH?
RIP
ALEX...
ZARDOTH!
DON'T SPOOK ME LIKE THAT! IT'S CREEPY ENOUGH AROUND HERE!
...A POWERFUL MAGICAL FORCE EXISTS ON THIS WORLD!
AFTER HIS DEFEAT, I KNOW THE SUPREME OVERLORD WILL SEEK TO REGAIN AS MUCH POWER, AND AS QUICKLY AS HE CAN... *
...ALEX, YOU MUST SEEK OUT THIS MAGICAL FORCE AND PROTECT IT FROM THE EVIL DARKLINGS...
...AT ALL COSTS!
* GAMEPRO LITERALLY BROUGHT THE HOUSE DOWN ON THE SUPREME OVERLORD IN "THE ADVENTURES OF GAMEPRO", VOLUME 2.
WHAT ABOUT YOU?
I AM REQUIRED TO BE ELSEWHERE IN ORDER TO ESTABLISH A PROTECTIVE FORCE BARRIER AROUND THIS WORLD FROM THE EVIL DARKLINGS' FOUL TOUCH...!
I WILL REJOIN YOU AS SOON AS I AM ABLE TO!...
WAIT! WHERE IS THIS MAGICAL FORCE? WHAT DOES IT LOOK LIKE?...
SHRZZZAK!
YOU WILL KNOW WHEN YOU SEE IT...
GREAT!
...DON'T EVEN KNOW WHAT GAME I'M IN!...
IS THIS GHOSTS 'N GOBLINS?
DOUBLE DUNGEONS?
CHILLER?


SKRITCH!
ARGH!
ZOMBIES! THIS IS LIKE SOME SCENE OUT OF A B-MOVIE!!
NO PROBLEM!
I'VE GOT PLENTY OF POWER TO DEAL WITH THESE GUYS!
FZAM
I LOVE THESE NEW POWERS!
NO!
MY BLAST HAD NO EFFECT!
THEY'RE STILL COMING!
UH OH...
GET AWAY FROM ME!
THERE'S NOWHERE TO RUN!
OH NO!
YOU!
IS IT REALLY YOU!?
NEXT ISSUE: GAMEPRO GOES MOONWALKIN'

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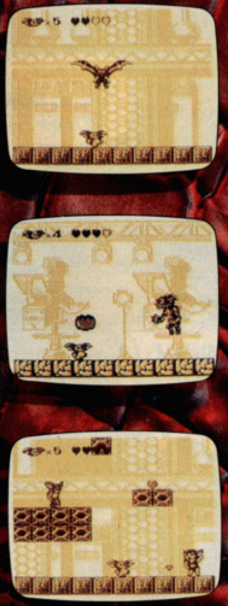

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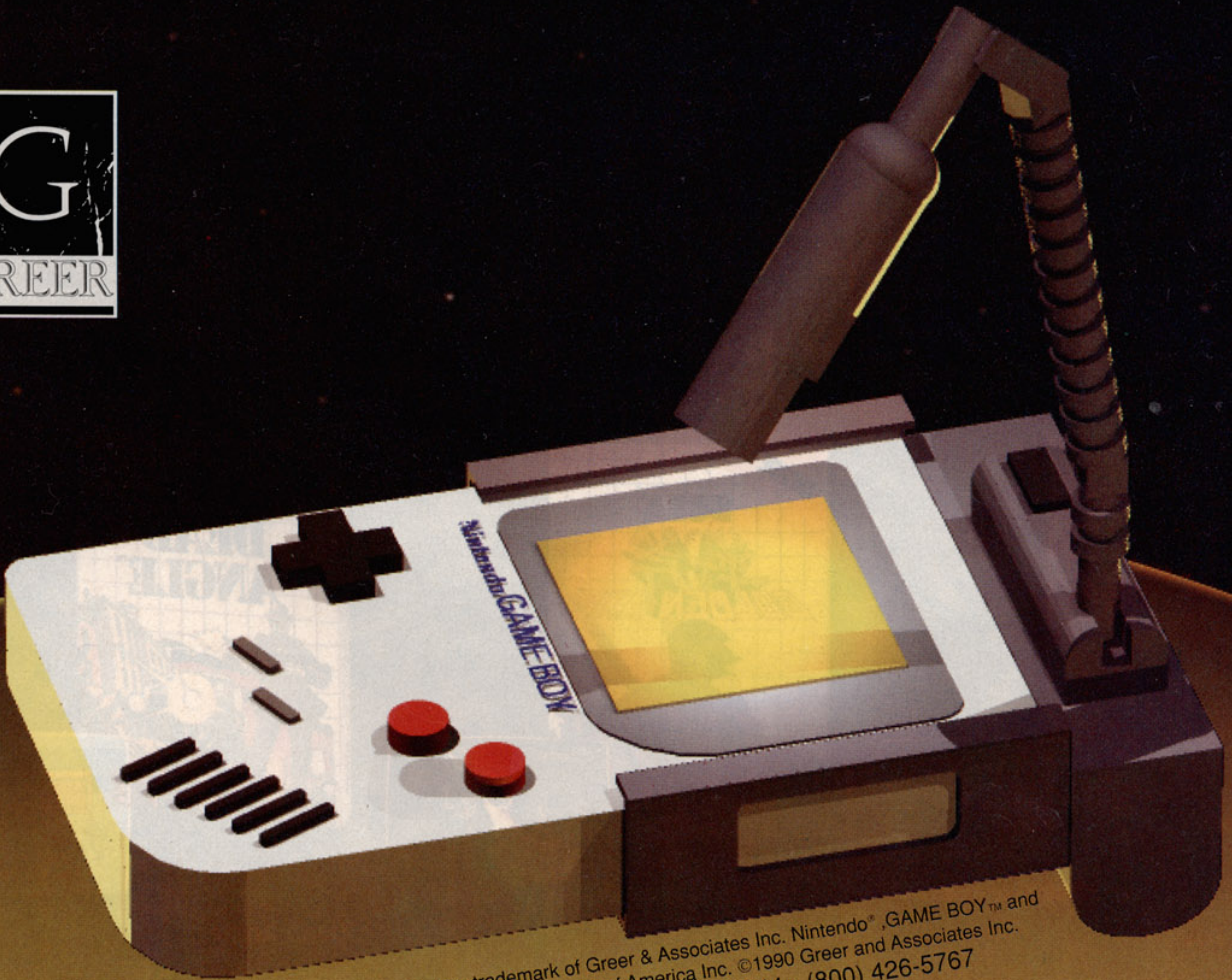

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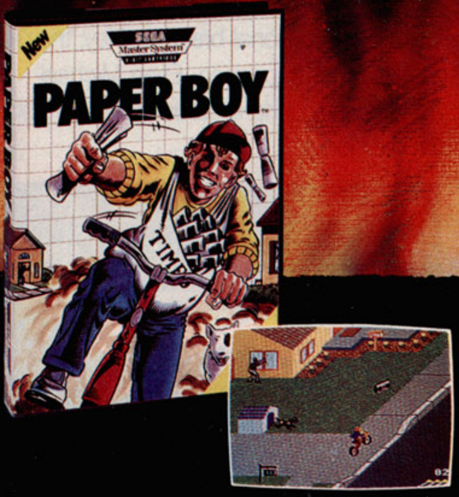
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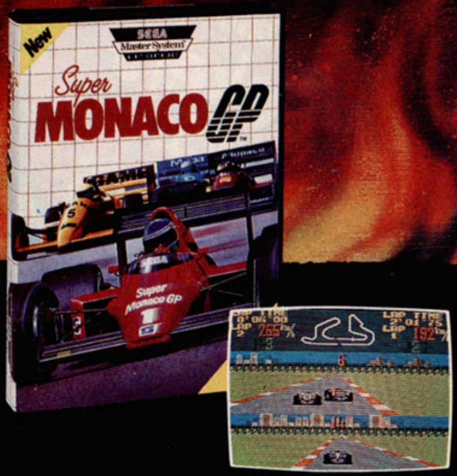
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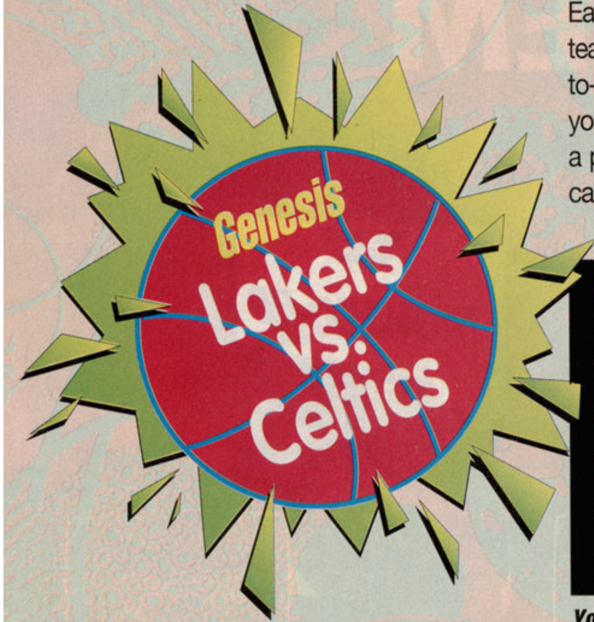
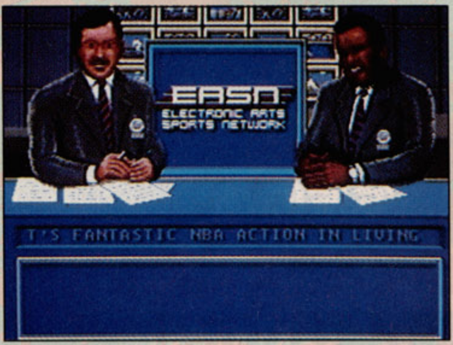


Genesis

Lakers vs. Celtics

By Fanatic Fan

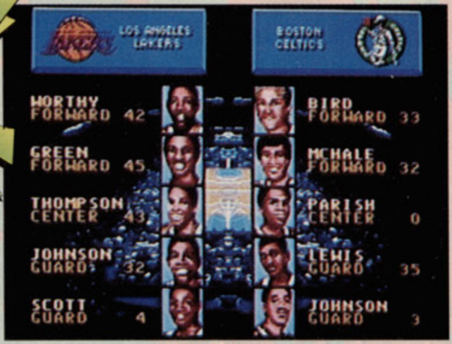
Ever wonder what it's like to play defense against Michael Jordan or to try and stop a Charles Barkley runaway dunk? Or perhaps you've had the urge to get in front of a Los Angeles Lakers lightning fast break: In Lakers vs. Celtics for the Sega Genesis you'll get your chance to live out these and other basketball fantasies without breaking a sweat.



IT'S FANTASTIC NBA ACTION IN LIVING

Is this how Chris Berman got his start?

Lakers vs. Celtics is an amazing, realistic simulation of the 1989 NBA playoffs, which features the eight teams that made the quarterfinals: Los Angeles, Boston, Detroit, Philadelphia, Chicago, Portland, Phoenix, and Utah. It also includes the Eastern and Western Division all-star teams. You can play a single game head-to-head against a friend or go solo with your favorite team in the playoffs. There's a password mode for the playoffs, so you can continue from where you left off after you've completed a game.



LOS ANGELES LAKERS		BOSTON CELTICS	
WORTHY FORWARD	42	BIRD FORWARD	33
GREEN FORWARD	45	MCHALE FORWARD	32
THOMPSON CENTER	43	PARISH CENTER	0
JOHNSON GUARD	32	LEWIS GUARD	35
SCOTT GUARD	4	JOHNSON GUARD	3

You control all the NBA players, even the bench babies.

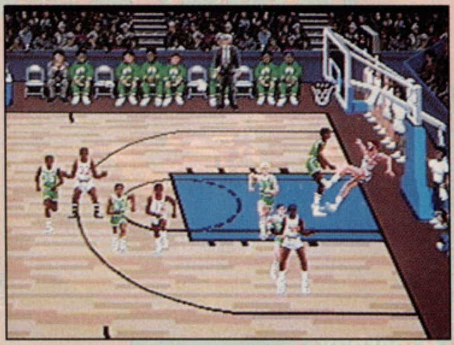
Gimme the Ball! Gimme the Ball!

If you were counting on another "all offense, no defense" basketball cart (and believe me, there are more than enough of those around), forget it! This cart makes you play tough D, move the ball around, and clear out the lane for the rebound.

You control one player at a time, but you can shift control to another teammate by pressing the B button. You can tell which player you command because his sneakers turn black. The rest of your team is computer controlled and performs the way you'd expect NBA pros to perform: They'll try to get open for a pass or set a pick so you can take a shot. On defense, however, the computer-controlled players on your team tend to play a little "soft." You're much better off trying to shift control to a player closer to the man with the ball, rather than relying on the computer to guard the man for you.

Just as in the NBA, making a steal or blocking a shot often leads to a fastbreak slam dunk. By pushing the A button when you're on defense, you can make your player jump for a rebound or a block. By pressing the C button when your defender is close to the ballhandler, you can attempt a steal. Stealing is the most important defensive weapon you have, so try it as often as possible.

Two other realistic additions to Lakers vs. Celtics are player fatigue factor and player fouls. Yep, your guys can foul out of the game, so be careful. Your players also tire out if you don't give them an occasional breather. Hey, they're athletes, not supermen. Even Michael Jordan sits during a game (although not for very long).



Pushing isn't nice.

A Lean, Mean Scoring Machine

Every team has its own style of play. One style is not necessarily better than the other. The key word here is "execution." You can be just as successful on offense with the Boston Celtics' slower paced half-court offense as you can with the Los Angeles Lakers' never-pause-for-a-breath, fastbreaking style. If you maneuver, move the ball around, and hit the open shots, you'll come out a winner!

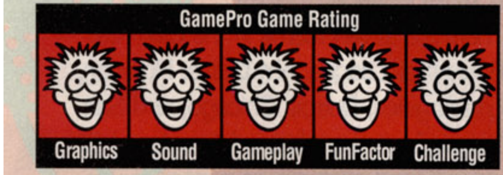
There are four ways to take a jump shot in Lakers vs. Celtics. To take a standard jump shot when you have a man wide open press A down slowly and then release it. Miss many of these babies, and it's Bench City. To give a defensive player a pump fake before taking a shot, give the A button a quick tap, then press A again to take the shot. To shoot over a defender, press the A button and release it at the top of your jump. This is the type of shot that separates the NBA elite from the NBA regular joes.

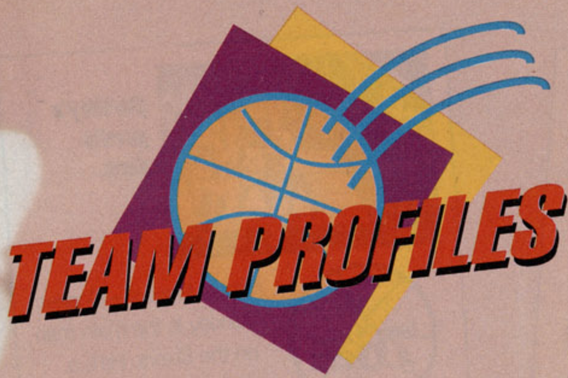
The fourth way to shoot the ball is the real crowd pleaser – the Take It to the Hoop Slam Dunk. If you have any doubt as to the realism of Lakers vs. Celtics, try a dunk or a lay up with an NBA superstar, such as Michael Jordan, Magic Johnson, or Charles Barkley. These guys have all the moves of their real life counterparts!

Alpha Phi Jamma

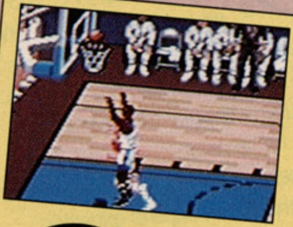
To say Lakers vs. Celtics is a good sports game is like saying King Kong is a large monkey. It's great, wonderful, superlative, fantastic... wait let me dig out my thesaurus... radical, awesome, exceptional... I'm sure you get the picture. This is truly the most accurate recreation of roundball for any video game system - you can even recognize your players. Lakers vs. Celtics is an adrenaline-boosting, fast-paced sports masterpiece. Grab yourself a Genesis controller and pull up a chair, Lakers vs. Celtics is on the tube, and it's showtime!

Lakers vs. Celtics by Electronic Arts (\$49.95 – Available Now, 5 megs).





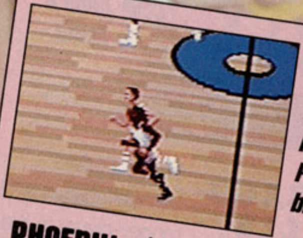
TEAM PROFILES



Isaiah can finger roll too!

Money Players – Isaiah Thomas is a superstar point guard with great speed and quick hands. Joe Dumars came to the forefront during last season's playoffs as a devastating outside scorer.

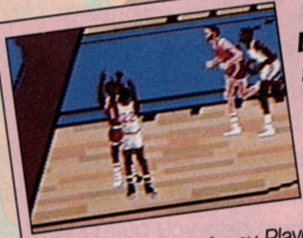
Team Overview – The Pistons are the 1989 NBA Champions, and deservedly so. The team is extremely balanced with a great starting five and three quality backups on the bench. All Piston starters had scoring averages in double figures last season. Mark Aguirre and John Salley provide scoring and shotblocking off the bench.



Kevin Johnson runs the Phoenix fast break.

Money Players – Kevin Johnson is a speedy, all star guard. He has a quick first step, so he can often drive around a defender. Tom Chambers is a scoring machine at forward.

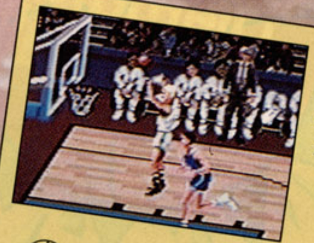
Team Overview – The Suns offense is dominated by Chambers and Kevin Johnson. Johnson is an ideal guy to bring the ball up court- he's a top assist man and a scoring threat, too. Eddie Johnson is one of the best sixth men off the bench in the NBA. Mark West is a top shot blocker.



Dexler shoots for three.

Money Players – Clyde "The Glide" Drexler is the main man on the Trailblazers- he can dunk with anyone and is an exceptional three-point shooter.

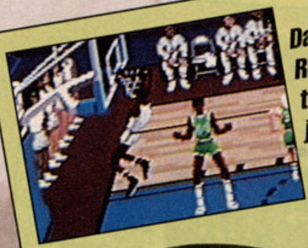
Team Overview – The Trailblazers are a well-balanced scoring machine. Any one of the starting five can have a big game on any night. Their balance on offense led them to the NBA Championship last year. This team is good at stealing the ball, but not very good at shot blocking.



Bird shoots a 10-footer.

Money Players – Larry Bird and Kevin McHale lead the scoring for the guys in green. McHale is also a great shotblocker. Newcomer Reggie Lewis provides some speed in the back court.

Team Overview – The Celtics play a slow paced half court game, a far cry from the Lakers revved up court running. Come crunchtime, Bird and McHale are always there. But this is an aging team, and speed is not their forté.

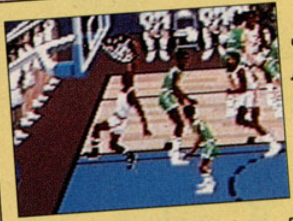


David Robinson's two-handed jam.

Money Players – David Robinson leads the Spurs in blocked shots, steals, rebounds, and points per game. Need we say more? Terry Cummings is another quality scorer for the Spurs.

Team Overview – The Spurs offense revolves around Robinson in the middle. He's one of the top centers in the NBA, and you'll see why as you watch him perform his magic. There isn't much help available on the Spurs bench, so try not to have any player foul out.

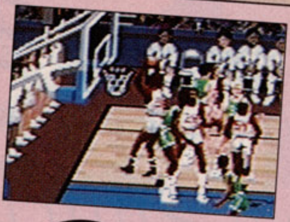
Continued on Page 46.



Jordan jams it home.

Money Players – Michael Jordan is THE money player in the NBA and in this cart, too. Sure, you could make a case for Magic Johnson, or perhaps even Charles Barkley, but for years Jordan has single-handedly dragged the Bulls into the playoffs. During the 1989 season, a talented teammate, Scottie Pippen, finally emerged to lend a hand. Jordan is the league's premiere scoring threat. Pippen is an excellent ball stealer and outside scoring threat, as well.

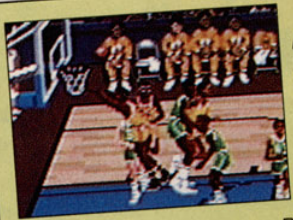
Team Overview – The Bulls' offense is rather simple to master. Get the ball up court, and get it into Jordan's hands. Pippen is a good alternative, especially if Jordan is triple-covered. Grant is effective within 12 feet of the basket. Limited help on the bench from Stacey King, Hodges, and B.J. Armstrong.



Barkley's gorilla dunk.

Money Players – Charles Barkley is the main man on the Sixers. He's a six-foot, six-inch, 253-pound man-monster who is always among the NBA leaders in rebounding and scoring. Hershey Hawkins is a streaky outside shooter who is unstoppable when he heats up.

Team Overview – The Sixers fared far better last season than NBA experts expected, which was probably because of the emergence of Hawkins as a scoring threat. Rick Mahorn is known as one of the league's top defenders, and combined with Barkley, makes a fearsome frontcourt. Ron Anderson is a good sixth man, but there isn't much more help on the Sixer's bench.



Magic Johnson executes a perfect finger roll.

Money Players – Magic Johnson is a slick-footed playmaker, one of the best guards in the biz. He's an excellent ballstealer and great at making the driving lay up. James Worthy is unstoppable when he's hot – and he gets hot pretty often.

Team Overview – The Lakers have a balanced starting five, with the bulk of the offensive output produced by Worthy, Johnson, and Byron Scott. Orlando Woolridge is a decent sixth man off the bench, and Vlade Divac is a rebounding/shot blocking monster. The Lakers are great at the fast break on offense.

Team Players continued from page 45.

Nintendo Ultimate Basketball

By Fanatic Fan

In 1987, Konami released the now classic, Double Dribble, the first basketball cart for the NES. Double Dribble was a monster hit, but how could it not be? It was the only basketball game available for the NES and it had the fast action and hot graphics b-ball fans craved.

Now comes Ultimate Basketball, a cart that definitely borrows many of the better qualities from Double Dribble, but adds a few new twists of its own. Like Double Dribble, Ultimate Basketball has a one or two player option, but it also has a two-player cooperative mode for an extra challenge.

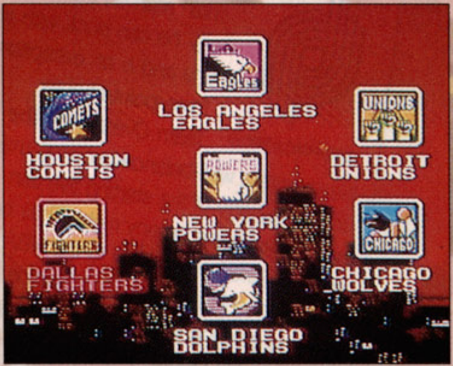
D-FENCE!!! D-FENCE!!!

The biggest knock on DD was its lack of defense. The offense was great, plenty of slam dunk close ups and fast breaks up the court. But basketball without defense is like playing a game of "Around the World."

Ultimate Basketball adds that missing ingredient. By playing solid defense, you can make your opponent take low percentage shots or keep him from shooting entirely. You can block slam dunk attempts, or steal the ball.

You Can't Tell a Player Without a Scorecard

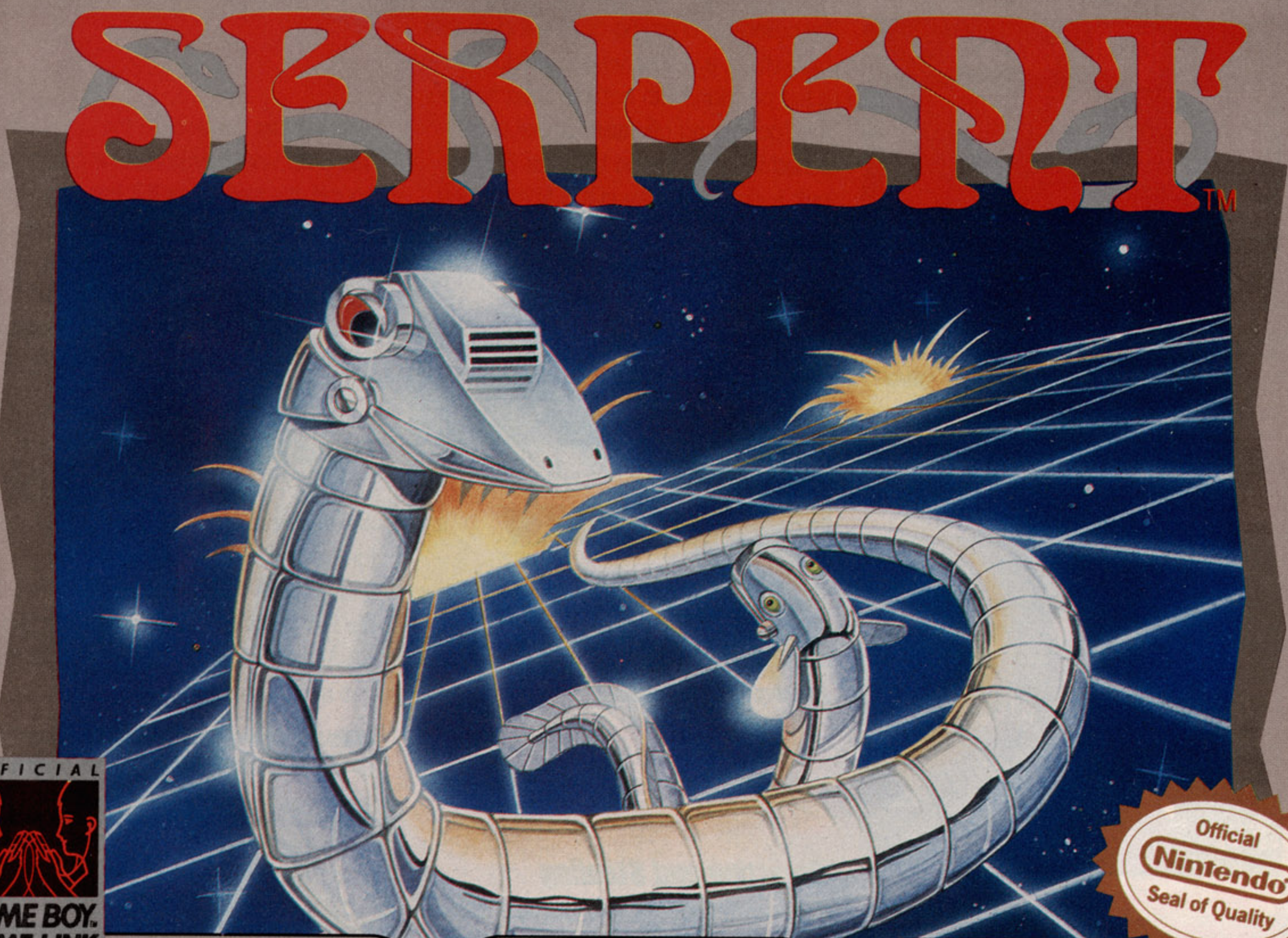
There are seven teams in the Ultimate Basketball League: NY, Dallas, Houston, Los Angeles, Detroit, Chicago, and San Diego. Each team has a full roster of 12 players, and each player is rated for defensive ability, shooting ability, and speed. There's also a stamina bar for each player, overusing your players can wear them out. The numerical ratings play a big part in your team's performance. High defensive ratings enable you to steal the ball more easily, high shooting ratings make more of your outside jumpers swish through the net, and top speed numbers help you outrun your opponent.



Choose any of seven "pro" teams.

Continued on page 48.

SERPENT™



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TASTE OF DEFEAT.

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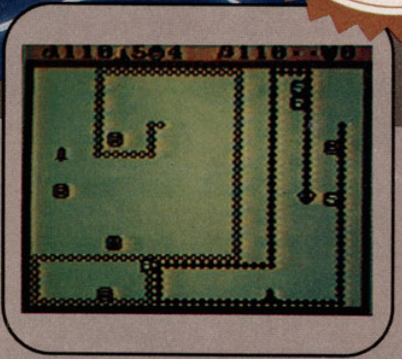

One Wrong Move & You're Hissssstory!

Step Into The Snake Pit...
Serpent is one of the hottest fast-paced action/strategy games for Gameboy.™

Leap into your vehicle and take the field as you try to surround and conquer your opponent in the non-stop, pulse-pounding "Serpent Competition".

You must force your opponent to slam the corner before he does the same to you! Skill and quick-thinking is the only way you're going to survive.

There's A Surprise At Every Turn!
You'll get missile items, speed control, two modes with four levels each, and five different endings. There're also some pretty cool tunes that make Serpent nearly impossible to put down!

TAXAN®
Consumer Division

Choose Your Victim/Captor.
Use the Game Link cable to try and stomp your friends, or play one-on-one with the Gameboy computer.

Either way, you must have intense concentration to out-think your opponent before he becomes your Captor.

Strike Now, Or Get Slammed.
For fast-paced, heart-pounding action, Serpent sets the stage for fierce battle. ***Now all you need is a worthy opponent!***

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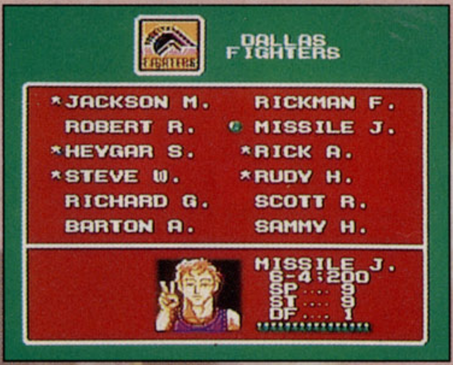


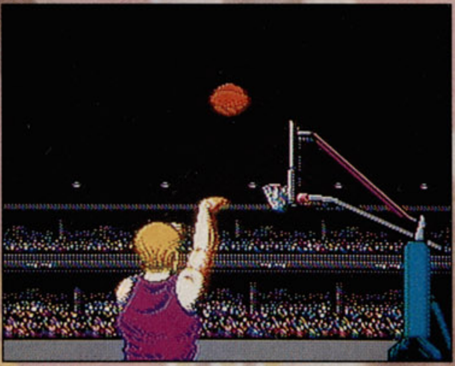
```
DALLAS
FIGHTERS

*JACKSON M.   RICKMAN F.
 ROBERT R.    MISSILE J.
*HEYGAR S.   *RICK A.
*STEVE W.    *RUDY H.
 RICHARD G.   SCOTT R.
 BARTON A.    SAMMY H.

MISSILE J.
6-4:200
SP... 9
SI... 9
DF... 1
```

Pay close attention to your player's stamina level.

PROTIP: Dallas is an outstanding shooting team. They have the best chance of successfully hitting three-point shots.



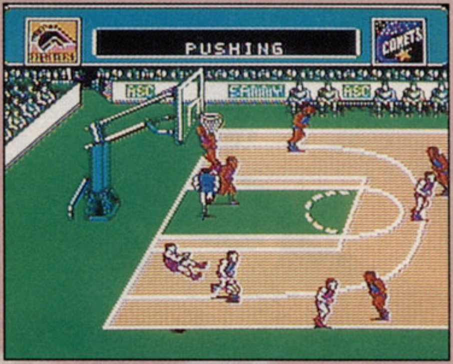
PROTIP: Using the Dallas team, take your three-point shots from the near right corner. This spot has the highest success rate.

Yo, Ref... Get Your Eyes Checked!

A big factor in the outcome of a game are the zebras – and I don't mean the four-legged variety. The referees in Ultimate Basketball are the blindest bunch of guys ever to wear the white and black. I could swear I once saw a Seeing Eye dog behind the visitor's bench.

The seemingly arbitrary calls of the referees are usually just annoying. At their worst, however, they severely hurt the gameplay of Ultimate Basketball. Refs call just a few fouls: traveling, back pass (back court violation), time violations (for not inbounding the ball in time, not passing the half court line in time, or not shooting the ball in time), pushing, charging, and blocking. The randomness of the calls only involve the latter three.

During the game, your opponent (computer or human) will probably go after your player with the ball in basketball video games. If you run into him, you'll be called for charging or pushing. In real basketball, a defensive player must be in a set position, with both feet planted on the floor, for an offensive player to be called for charging. In Ultimate Basketball, a defender may cut in front of you, and you'll get nabbed for charging. Sometimes you'll feel as if the opposition has the refs on its payroll.



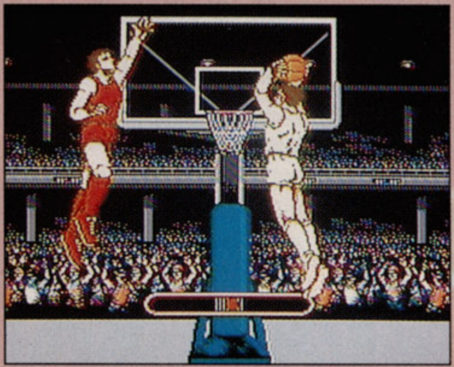
Pushing? You're kidding!

PROTIP: Avoid charging calls against your team by passing the ball to your teammates. You can only be called for charging if you move.

Swatting and Stealing

The key to success with Ultimate Basketball is playing great defense and hitting a lot of three-point shots. You'll need the three-pointers to make up for the advantages the computer has over you. And you'll need great defense to keep those advantages from becoming a major factor.

The computer has the ability to intercept your inbound pass and turn it into a quick two points. The computer usually does this right under your basket: Before you can even blink, he's slammed home the basketball. However, if you can get a defender near the basket you can make the computer miss the easy slam dunk.



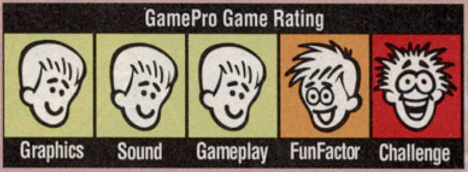
PROTIP: Make the computer miss a slam dunk attempt by pressing the B button as he goes up for the shot. This technique sometimes works if your defender isn't on the closeup screen.

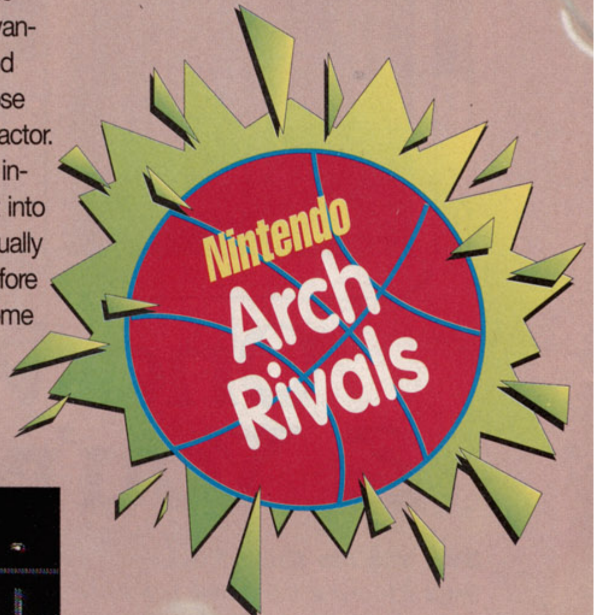
Another advantage the computer has is an uncanny knack for getting a rebound. It's almost as if it has a built-in homing device. On defense, you should always control a quick player with a good defensive rating. It gives you a better chance of getting to the rebounds before the computer or stealing the ball back if you don't.

Roundball Roundup

Ultimate Basketball's good points far outweigh its problems. Once you get a feel for the frantic pace of this game, you'll find yourself hooked. If you enjoyed Double Dribble, slam dunk a copy of Ultimate Basketball into your NES. It's NES roundball at its best.

Ultimate Basketball by American Sammy ($49.95, Available Now, 2 megs +MMC3).





By Fanatic Fan

"No harm, no foul!"

Words to live by if you're engaged in a hot game of Arch Rivals, a new one or two player NES basketball cart. There are two goals in Arch Rivals: to score more points than

Continued on page 50.

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GAME BOY
Nintendo
ERIC VAN DER PALEN

DEAD HEAT SCRAMBLE

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VS. MODE: Race directly with the other player!

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This game pack for use with the Game Boy Compact Video Game System.

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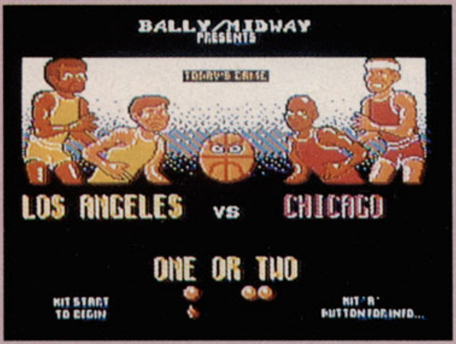
your opponent (a typical basketball goal) and to punch your competitor's lights out (an untypical basketball goal).

You can choose from four different teams (Chicago, Los Angeles, Brawl State, and Natural High) and eight different players. The team you choose is inconsequential – it just determines the color of your uniform. However, each player has different strengths. The difference between the players is not so great that the outcome of the game would be dramatically affected if you chose, for example, Blade instead of Moose, but there is a noticeable difference.



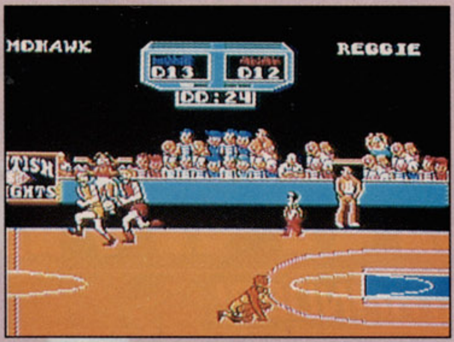
These guys all have one thing in common – they're nasty!

Teamwork

Arch Rivals is a two-on-two contest. You always control the player you selected at the beginning of the game, the computer guides the actions of your teammate with some exceptions. When your teammate has the ball you can make him shoot it or pass it by hitting the A and the B buttons, respectively.

Trying to take on the opposing team solo is a big mistake. A key to success in Arch Rivals is knowing where your teammate is at all times. You'll need to know how close the other team is to punching him when he's dribbling the ball, if he's open when you have the ball, and how well he's guarding his man when the other team is coming up the court.

PROTIP: Regularly passing the ball back and forth between your two players is a good way to avoid having the ball taken away. However, sometimes your opponent decks your teammate for no reason. Don't pass the ball to him when he's on the floor.

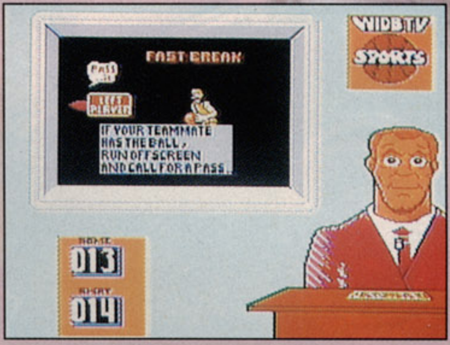


It helps to have a teammate – especially when you're laying on the floor.

PROTIP: The computer team often tries to bring the ball straight up the court without dodging your player. You can get the ball and score an easy basket if you stand in the way and punch the ballhandler as he dribbles into you. Now, take the ball and stuff it through the hoop! The computer programming is such that he will do this same exact thing several times in a row, and more than once during the game. It's a great opportunity to build a big lead!

Hey! Hey! Crash and Burn!!!

The most frequent way to land on your face is when your opponent decks you with a right to the face or dive tackles you. But even when the other team is no where near, there are dangers. The near-sighted referee parades the sidelines, he'll always stumble into you if you get too close. The occasional spilled soda can trip you up as well.

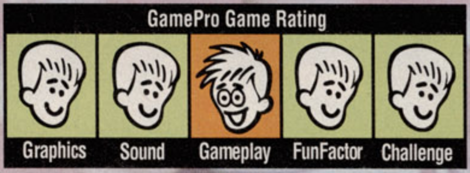


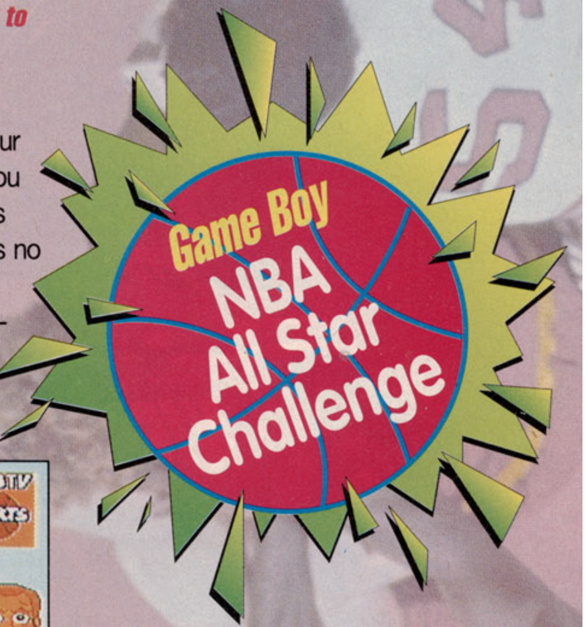
IF YOUR TEAMMATE HAS THE BALL, RUN OFFSCREEN AND CALL FOR A PASS.

Check out the game tips during half time.

Arch Rivals is based on the popular 1989 coin-operated game and has many of the little extras that made the arcade version a hit. Cheerleaders urge you on after every basket, and angry coaches stalk the sidelines, just waiting for an excuse to chew out their teams. However, there are some glaring omissions – the team mascot bulldog who loves to grab players as they streak by, the ability to grab a player by his shorts to trip him up, and digitized sound – but otherwise this game is pretty faithful to the original. Arch Rivals makes for a nice afternoon diversion if you're looking for something fast-paced and easy to play. This cart is not for b-ball diehards or sports simulation nuts. Forget about strategy and shooting the ball, or in this case, forget about rules altogether and just punch your opponent's face in!

Arch Rivals by Acclaim ($44.95 – Available Winter '90).





Game Boy NBA All Star Challenge

By Slo' Mo

How many NBA basketball players can you carry in your pocket? Try 27. That's the number of pro ballplayers you can star as in LJN's NBA All Star Challenge for the Game Boy.

NBA All Star Challenge features five b-ball games – One-on-One, Free Throws, Horse, Accuracy Shootout, and Tournament. With the Game Link, two players can play all the games.

Your basic view is half-court just beyond the three-point line, at a 45 degree

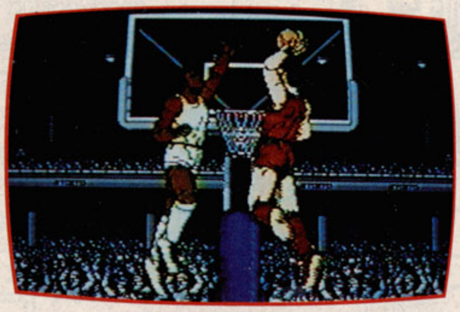
IT'S ULTIMATE BASKETBALL™!

Trash all those other basketball cartridges! ULTIMATE BASKETBALL™ captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

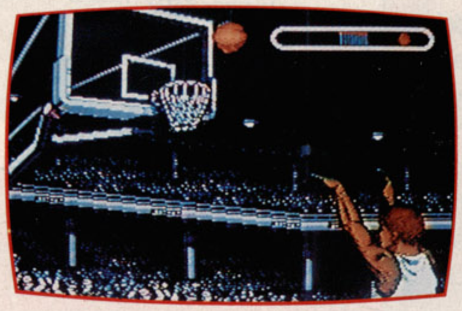
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

When your men start to drag, you can substitute some fresh blood.

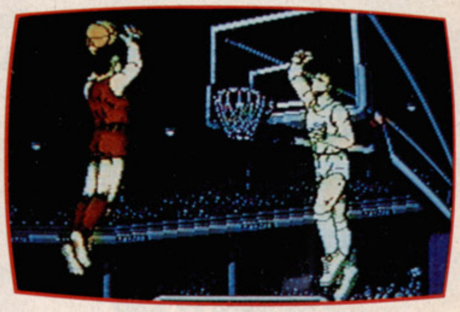
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



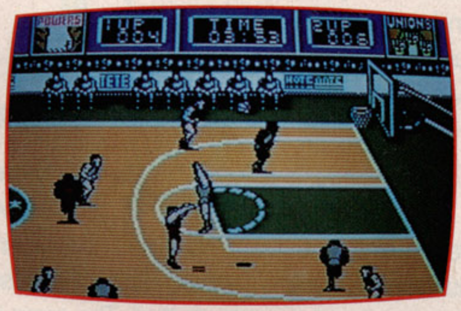
Zoom into the action



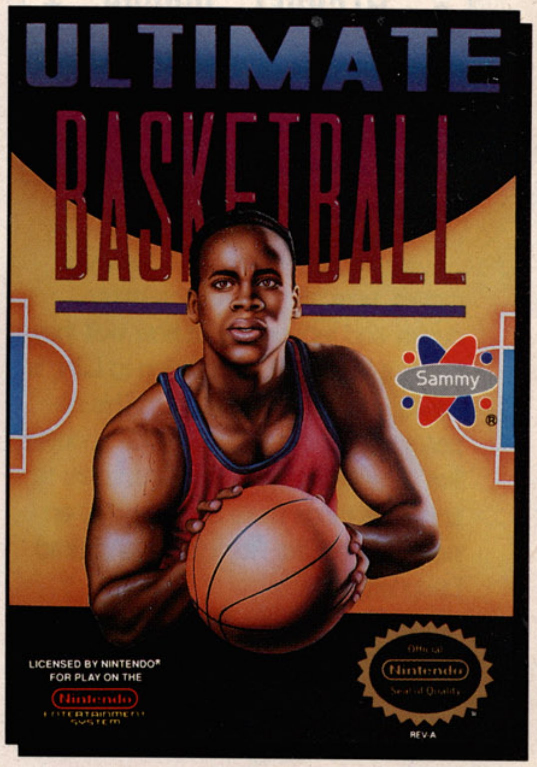
Be a part of the action–not just a spectator



See your shots–up close and personal


POWERS
1UP
004
TIME
03:53
2UP
006
UNIONS

You control full court movement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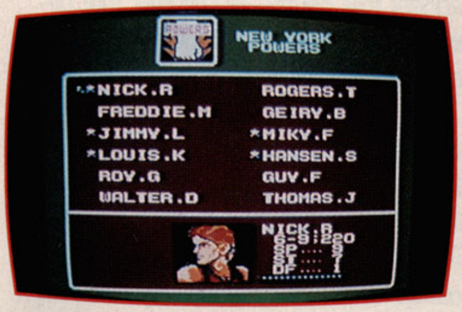
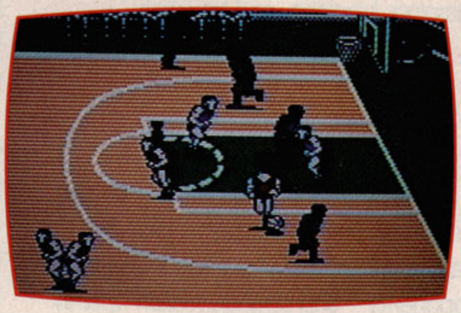


NEW YORK
POWERS

*NICK.R
FREDDIE.M
*JIMMY.L
*LOUIS.K
ROY.G
WALTER.D
ROGERS.T
GEIRY.B
*MIKY.F
*HANSEN.S
GUY.F
THOMAS.J

NICK.R
6-9:220
SP.... 9
SI.... 7
DF.... 1

Pick your starting line-up



Team up with a friend against the computer

American Sammy Corporation

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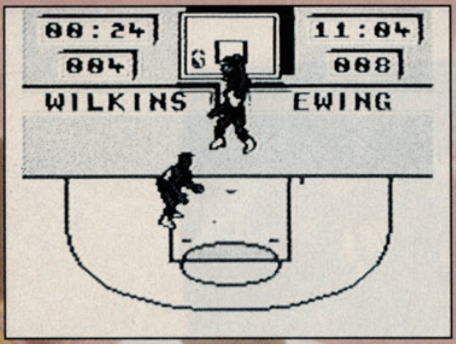
vertical angle facing the basket. For the free throw contest you get a closeup view from behind your player.

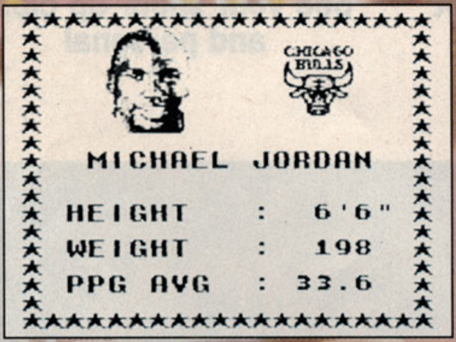


Go one-on-one.

An LCD Locker Room

The 27-player roster includes Charles Barkley, Larry Bird, Clyde Drexler, Patrick Ewing, Michael Jordan, Karl Malone, and Isaiah Thomas. You can even be Rony Seikaly.

During player selection you get a great-looking screen for each player that displays his digitized photo, his team's symbol, his height, weight, and average points per game for 1989.


CHICAGO BULLS

MICHAEL JORDAN

HEIGHT : 6'6"
WEIGHT : 198
PPG AVG : 33.6

Pick your favorite star.

All the players have the same moves, basically jump shots, layups, dunks, and rebounds, but how well they perform these skills, according to LJN, is based on their 1989 statistics. This appears to bear out. Good outside shooters like Chris Mullins and Tom Chambers hit from long range more consistently than inside players like Roy Hinson and Brad Daugherty.

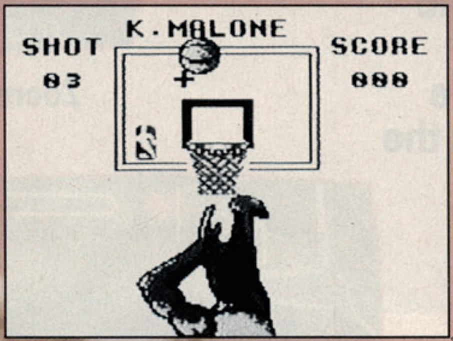
PROTIP: Always follow up your shots to grab the rebound in case you miss.

PROTIP: Don't shoot from directly underneath the basket. When you go up, the rim always knocks the ball out of your hands.

All Star Action

There's nothing complex about the actual gameplay in any of the games. To LJN's credit they've done a terrific job of linking good-looking graphics with action-packed Game Boy gameplay.

Free Throws and Horse are basic schoolyard stuff. The Accuracy Shootout is a good way to practice as you try to swish jumpers from designated spots on the court within a time limit.



Free throws require timing.

PROTIP: You can cheat on the computer in Horse. Don't duplicate its fancy moves; just bebop over to the X and take the shot.

One-on-One is where this cart really struts its stuff. In this no-holds-barred half-court showdown, you choose your player, your opponent, and a skill level from 1-3. You can play up to 99 points or to four time limits from two to twelve minutes long.

PROTIP: If you're ahead in the One-on-One contest, foul to eat time off the clock.

The hoops action here is excellent. Players move quickly and crisply all over the court. You can can jumpers, bomb away from three-point land, slam dunk, and go for steals. The computer ref calls charging, blocking, and traveling.

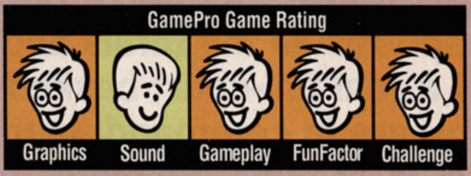
PROTIP: On defense take up a basic position inside the paint and always stay between your man and the basket. To steal the ball keep running into him.

The Tournament is basically an extension of One-on-One. You pick eight players – four who you control and four opponents – and arrange match-ups. In the semi-final round you again choose the pairings and pick your players.

High Scores

This excellent Game Boy basketball cart showcases big-time b-ball and playground games with a little basketball card action on the side. If you think the NBA is fan-tastic make a play for All Star Challenge.

NBA All Star Challenge by LJN ($27.95 – Available Now).



Game Boy
In Your Face

By Slo'Mo

Any hardcore hoops player knows that excelling at playground ball requires an entirely different mindset than organized basketball. The score has little meaning, the rules mean even less, and height isn't necessarily an advantage. It's who's the baddest that counts. Apparently, that difference carries over to Game Boy b-ball games as well.

In Your Face from Jaleco is a solid, GB'd version of Hoops, the excellent playground style NES b-ball cart. Unlike NBA All Star Challenge (see this issue), there's only one game allowed – hard-nosed Hunch. That means only hardcore b-ball players need apply here.

Run and Gun

Right off the bat you'll notice that the pace is much more upbeat than that of NBA All Star Challenge. Now, All Star

Continued on page 54.

If You're Still Playing SEGA, NEC,or NINTENDO You're Nothing But a Weenie!

If You're Playing The Incredibly High Powered NEO•GEO® System You're a Real Hot Dog!

Tough talk, but think it over. Why mess around with limp, underpowered 16 bit systems when NEO•GEO® now offers the hottest, most advanced video entertainment system in the world!

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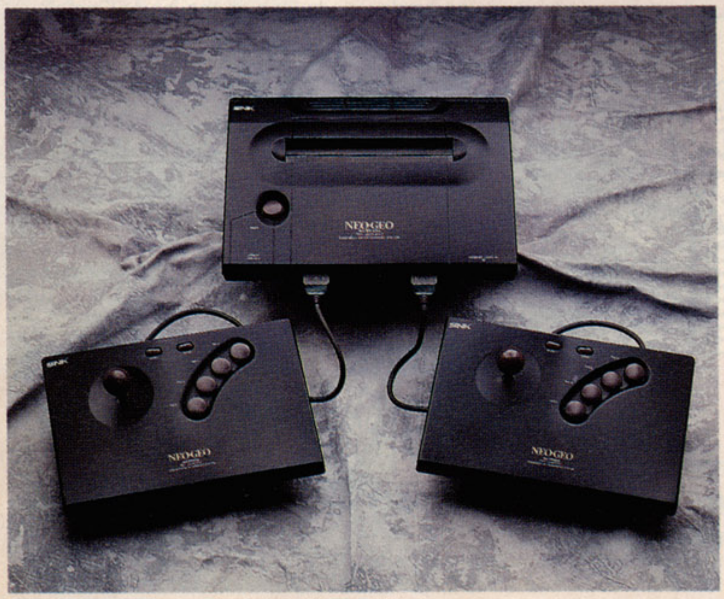
Does NEO•GEO cost more than other video game systems? You bet. Does Ferrari cost more than a Yugo? Does Prime Rib cost more than squirrel burgers? With NEO•GEO you get more than you paid for.

It's simple. Would you rather be a cold weenie? Or a real hot dog!



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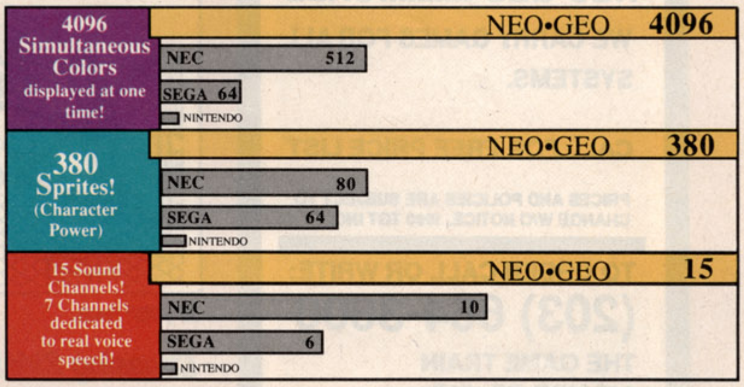

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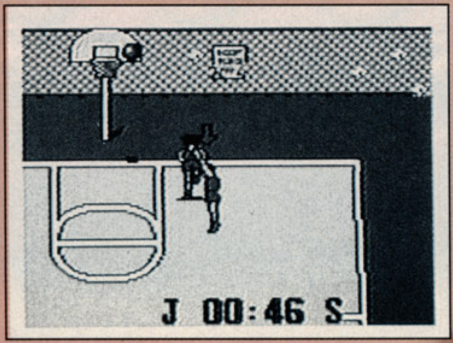
Challenge is quick, but In Your Face is frantic. In fact the players move twice as fast. The action here is totally non-stop. Your opponent jumps around and runs you down. He's constantly on the go, so you'd better get on your horse if you want to earn bragging rights.

PROTIP: To steal from the computer, keep running into its player until you come up with the ball.

PROTIP: To make a jump pass, press B and then hit A.

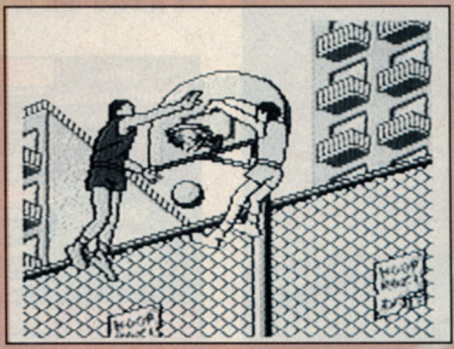
Faster Than the Eye

As in All Star Challenge, the action moves vertically on a half-court. In Your Face's actual play area, however, is twice as big, so the screen scrolls up or down and left or right to follow the players around the court. You'll probably find the onscreen action hard to follow (particularly in a two-on-two game) at first because the players move so quickly and the screen must scroll to follow them.



Play one-on-one.

This cart also features an awesome closeup view when you dunk, including mid-air confrontations when a defender gets up there with you.



In your face.

Choosing Sides

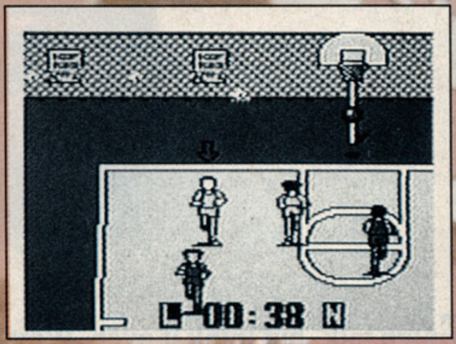
Play one-on-one or two-on-two games. Challenge the computer or use a Game Link to bump sprites with a friend.

PROTIP: In one-on-one games, your player automatically goes up to block a slam dunk if he's anywhere underneath the basket.

PROTIP: On defense in two on two, try to keep the player you control on the man without the ball.

PROTIP: If you're inbounding the ball in a two-on-two game versus the computer, wait for your partner to disappear at the top of the screen. Then hit A to pass. He's usually in a good position close to the basket for a short jumper or a slam dunk.

You can play four players – Jones, Small, Pelle, and Carr. Jones is tall and slow, but he can slamma jamma. Small is, uhh, small and quick, and he's got a good outside shot. Pelle has good height, average speed, and a nice jump shot. Carr is also small with good speed, and he can bomb away from the next county.



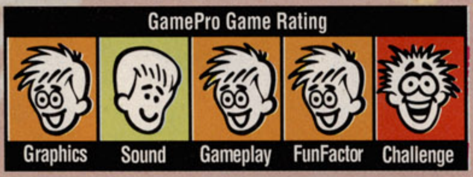
Two-on-two takes teamwork.

Go for It

Both games are fun, but in different ways. You can enjoy All Star Challenge quietly in an airplane or in a roomful of people without disturbing anyone. No way with In Your Face. This game raises your blood pressure several notches, and compels you to use all the body English you can muster. You'll probably use all the expletives you know, too.

The thumb-burning action in this game may be better served by Hoops on a regular-size, color TV screen, but it's still a kick in the pants.

In Your Face by Jaleco ($27.95 – Available 1st quarter '91).



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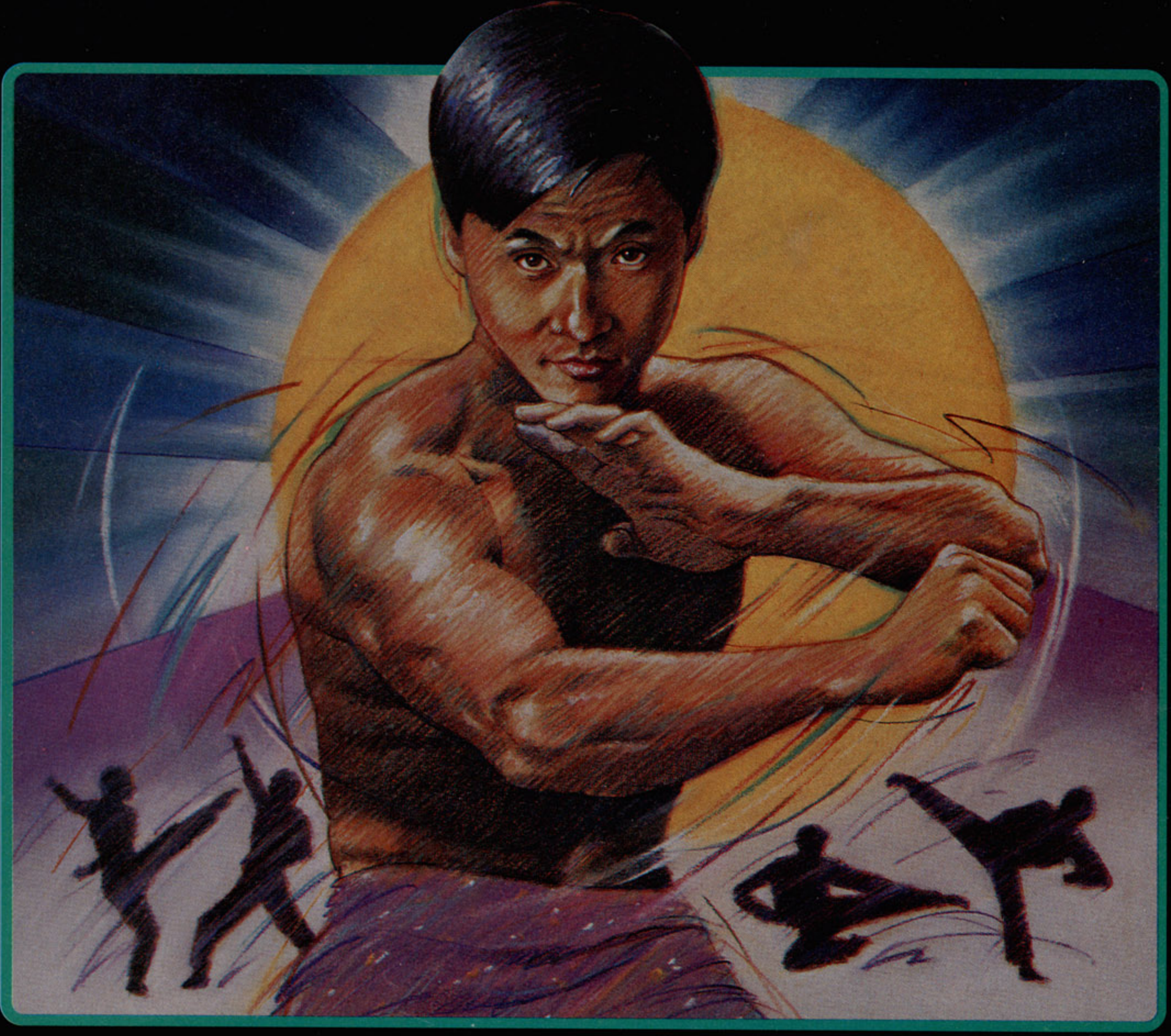

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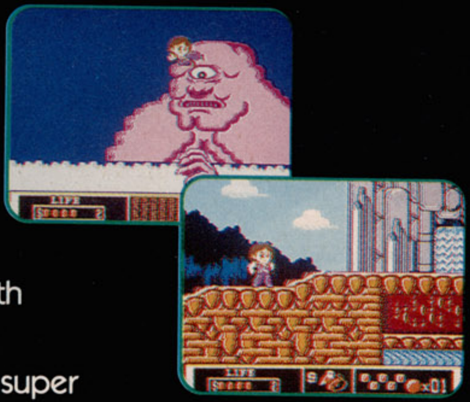

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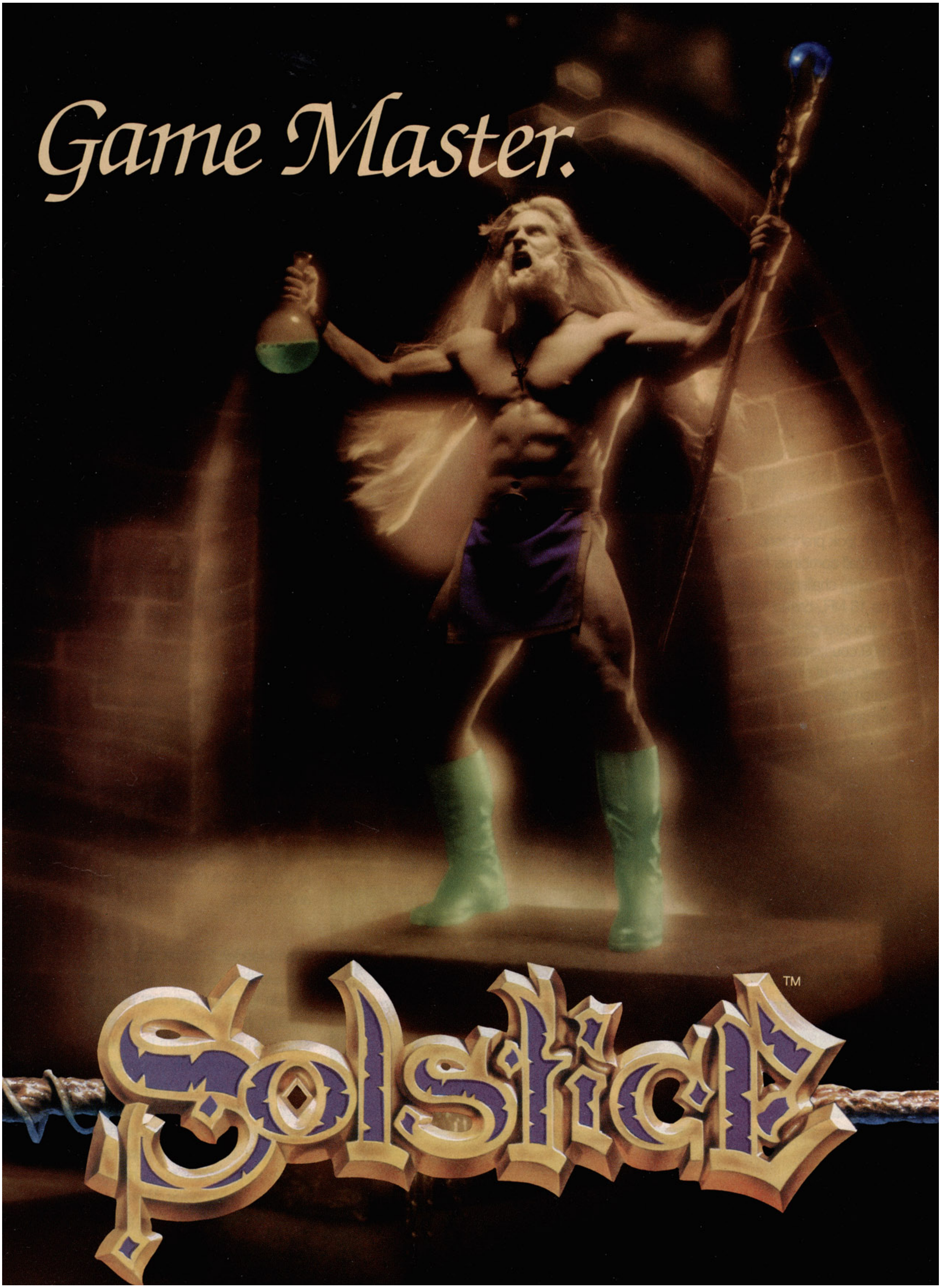
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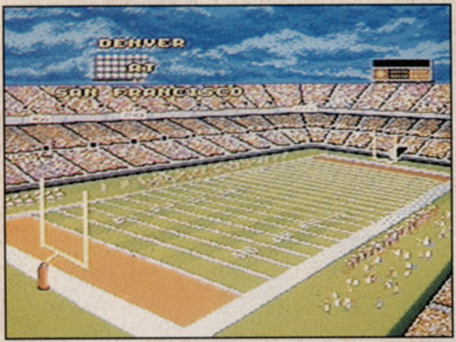
John Madden FOOTBALL

By Fanatic Fan

I'm in heaven! Pure Pigskin heaven! If you're a fanatic about football, grab yourself a copy of Electronic Arts' John Madden Football and join me at the pearly goalposts.

Forget everything you can recall about the football video games of the 80's – John Madden Football makes them look prehistoric. John Madden Football combines fantastic graphics with exciting, challenging gameplay. Add to this 16 NFL-based teams that possess all the strengths and weaknesses of their 1989 counterparts and you've got a great mix of simulation and hard-hitting action guaranteed to satisfy the most diehard Monday morning quarterback.



After you select your teams, you'll get a run down of their strengths and weaknesses.

San Francisco – *Pluses:* Big money QB, spectacular receiving corps, bruising double fullbacks, quality defensive front seven. *Minuses:* Some holes in secondary, bad punting puts 'D' in a hole.

Philadelphia – *Pluses:* The most athletic quarterback in the league, a dominating front four on defense, aggressive cornerbacks. *Minuses:* Weak running game, inconsistent kicking game.

Minnesota – *Pluses:* All-pros everywhere, big play receivers, awesome pass rush, great safety run play. *Minuses:* QB is a poor passer, offensive line underachieves.

Los Angeles – *Pluses:* Passing Machine, smothering offensive line, money kicking. *Minuses:* No deep pass defense, no pass rush, second class running game.

Denver – *Pluses:* Golden-armed QB, three quality receivers, powerful, slashing back; great pass coverage. *Minuses:* Soft defense against the run, short-ranged kicking game.

Houston – *Pluses:* Smart, mobile quarterback who complements backs, veteran safeties, good kicking game. *Minuses:* Weak linebacking against the run, immobile offensive line, weak at the corners.

Buffalo – *Pluses:* Punishing running attack, real man offensive line. *Minuses:* QB had off year, uneven secondary play, no push from pass rush.

Cincinnati – *Pluses:* Crafty QB, running game's 1-2 punch, great defensive backfield. *Minuses:* Uneven defensive line talent, linebackers' skills slipping, poor special teams play.

Atlanta – *Pluses:* Updated, smart passing game, bad boy linebackers, quick cornerback play. *Minuses:* Slo..o...o...ow running backs, no outside pass rush, pass coverage's soft underside.

Kansas City – *Pluses:* Best secondary in football, dominant fullback, great offensive line play. *Minuses:* Receiver talent not there, linebackers lack speed, still looking for a QB.

Pittsburgh – *Pluses:* Good pair of receivers, offensive line opens holes, sharp secondary, great kicking game. *Minuses:* Soft run defense, no pass rush hurts secondary, QB strong, but not a star.

New York – *Pluses:* Tough, clutch quarterback, smart, veteran linebacking, rock solid kicking game. *Minuses:* Aging running game, secondary talent lacking.

Washington – *Pluses:* Wealth of aerial weapons, strong running game, overachieving defensive line, offensive line. *Minuses:* aging defensive backfield, weak inside linebacking, popgun kicking.

Chicago – *Pluses:* Multipurpose running game, good coverage at the corners, top-notch kicker. *Minuses:* No real quarterback, thin at the wide outs, no leadership at safety.

Miami – *Pluses:* Cannon-armed quarterback, quick wide receivers, improving secondary, good kicking game. *Minuses:* No pass protection, still no running game, soft left corner.

New England – *Pluses:* Good at the wide outs, strong left offensive line. *Minuses:* Smart, but aging QB, no rush from defensive line, weak punting hurts defense.

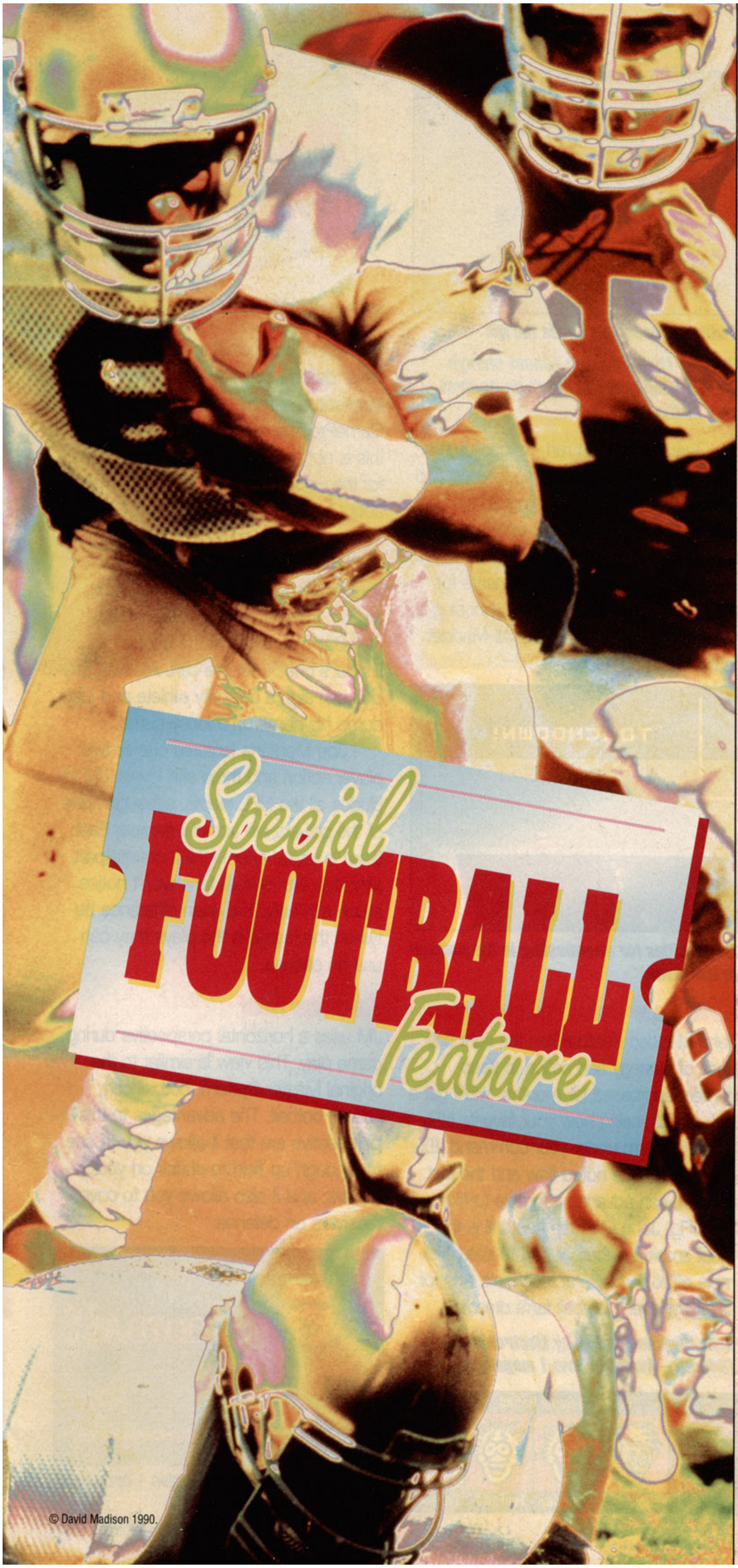
Quarterback Options

John Madden Football lets you choose a Playoff, Regular Season, or Sudden-Death Contest. The Playoffs come equipped with a password feature that enables you to save your place after the completion of each round. Regular Season is a single game against a team of your choice. Sudden-Death is also a one game deal, except you only play until someone scores.

JMF also lets you determine the length of each quarter; 5 minutes or 15 minutes. Five minutes per quarter games give you more than enough time to learn all the nuances of your team's offense and defense.

Air Madden

John Madden Football has a lot of nice features that you won't find in other pigskin video games. Just as in any NFL contest, in JMF there are players constantly shuttling in from the sidelines. You can choose your set; the group of players who will run your play. A "Big" set is good for running plays – you need those big guys in there opening up holes for your back. Choose the "Fast" set for passing situations – quick receivers who can get you big gains. There are six sets in all – a different group of players for any situation.


Special
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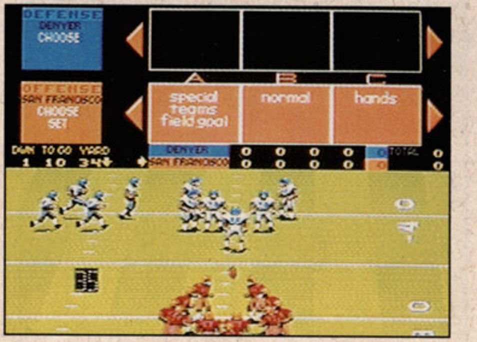
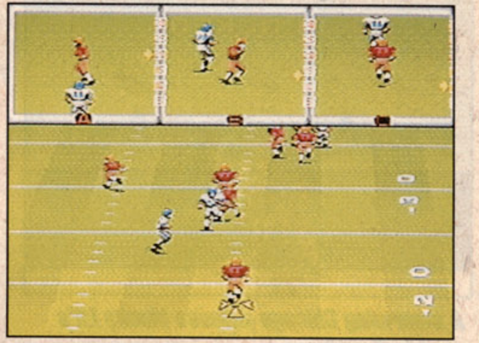

DEFENSE
DENVER
CHOOSE
OFFENSE
SAN FRANCISCO
CHOOSE
SET
A
B
C
special teams field goal
normal
hands
DWN TO GO YARD
1 10 34
DENVER
SAN FRANCISCO
TOTAL

Players constantly shuttle in from the sidelines – just like real football.

The passing game is truly unique. Passing Windows is a great feature that enables you to focus on your receivers and throw to the guy who is most open. When dropping back to pass, hit the C button to call up the Passing Windows. Three small boxes appear at the top of the screen, showing you a close-up of receivers A, B, and C. To throw the ball, simply hit the button corresponding to the receiver you want. Once the ball is thrown, a yellow circle appears on the field to let you know where the ball is headed. You must take control of the receiver and get him near that spot. Quarterbacks are rated for passing ability: the better their ability, the more likely they'll throw the ball accurately.

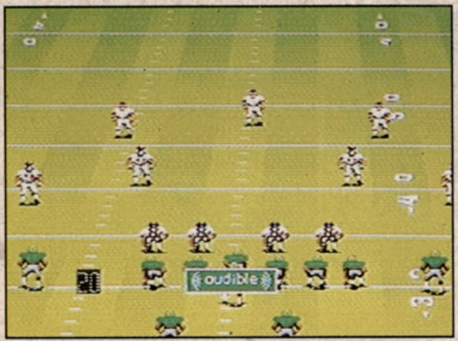


John Madden Football features an extremely realistic passing game.

PROTIP: Get a feel for the passing game by practicing with short tosses such as the screen pass.

Another special feature of JMF is the ability to audibilize at the line. Yep, that's right, if you don't like the other guy's set up, you can call an audible just like any smart quarterback would. There are three different audibles to choose on offense or defense.

Continued on page 60.

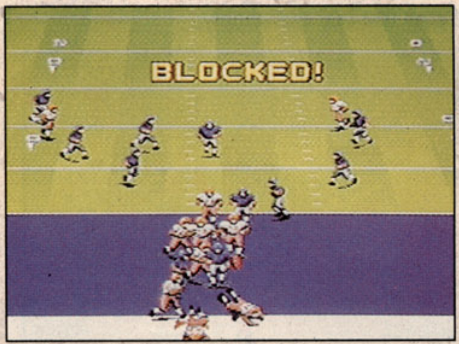


Don't like the way the defense looks? Call an audible at the line of scrimmage.

Crunch Time!

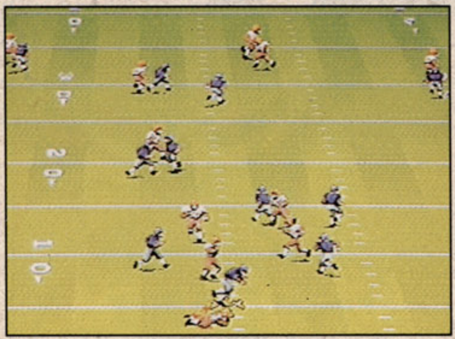
A great defense will make the other team's offense do things it doesn't want to do. "D" is the key to success in John Madden Football. You take control of any player on the defensive squad. You may prefer to play on the line and try to nail the QB or take a spot in the backfield and try to pickoff an errant pass. By tapping the B button, you can switch to another defender closer to the guy with the ball.

The important control to remember when you're playing defense is the Crunch button, Button A. The Crunch button makes your defense intimidating by enabling you to jar the ball loose on a completed pass or force a fumble.



A swarming Chicago defense blocks LA's punt in th endzone.

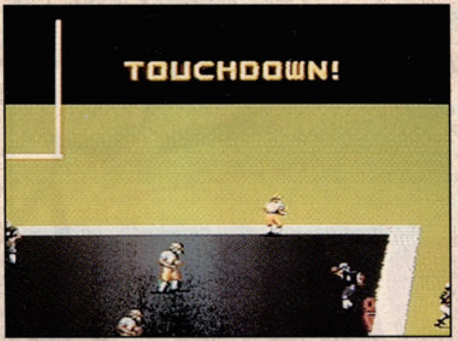
PROTIP: Here's a formation on defense the computer has a hard time beating. Choose a "Dime" formation, "Cover" set, and "CB Blitz." Now, tap the B button once to gain control of the left cornerback. Move the cornerback up to the line. When the ball is snapped, charge in and nail that quarterback! Most teams have fast cornerbacks, so you'll be in your opponent's backfield before he can blink. This defense works best with Kansas City, Pittsburgh, San Francisco, Philadelphia, Buffalo, LA, and Atlanta.



A blitzing cornerback nails the QB!

PROTIP: The computer almost always runs a "Halfback Counter" as its first play of the game.

Team skill levels run the gamut in JMF, so there's a good chance you'll find a team suited to your playing ability. The only knock on JMF is that once you've mastered the game, the computer is easy to beat. You can compensate for the computer's weak play by choosing a weaker team and giving the All-Madden team to the computer.

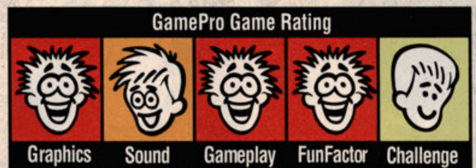


No penalties for showboating in the endzone in this game.

Have Your Cake and Eat It Too

John Madden Football has the right balance of strategy and action to keep gamers engrossed for months. You'll get a kick out of seeing how your favorite NFL teams perform under your command. Except for the one noted flaw and the fact that you can advance a fumble (unlike in the NFL), John Madden Football is the most ambitious football cart to date. Helmets off to the folks at Electronic Arts for satisfying every football fan's dream.

John Madden Football by Electronic Arts ($49.95 – Available Now, 1 megabyte).



Joe Montana FOOTBALL

By Fanatic Fan

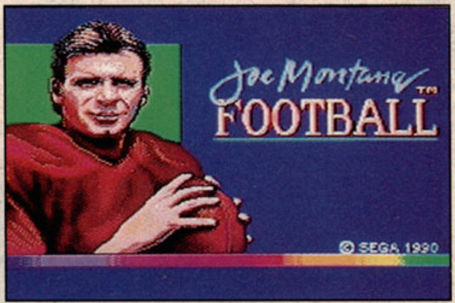
The first byproduct of the multi-million dollar deal inked between Sega and Joe Montana has finally surfaced here at the GamePro test labs. But surprise, surprise, this is not the wonderful, detailed game for the Sega Genesis that we told you about back in September 1990. Sega Master System Joe Montana Football has been completed first (a loud resounding cheer emanates from Sega Master System owners nationwide).

But stifle those hurrahs for a sec... first let's check out the cart. After all, anyone can sign a celebrity athlete and just dump his name on a lousy game.

Joe Montana features one or two player action and three skill levels. JM includes all the NFL teams, although none of the players are actually named. Each team is styled after its NFL counterpart, although pro football fans won't notice much similarity. The main difference between the teams is the plays they can use on offense.

Take the Field

JM uses a horizontal perspective during game play. This view is similar to the original Master System football cart, Great Football. The advantages to this perspective are that it allows you to see far enough up field to check on your receivers, and it also allows you to cover receivers on defense.



Sure, Joe looks great on video – but can he use a control pad?

Continued on page 62.

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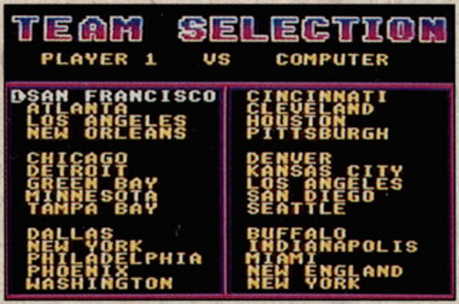
After selecting your teams, choose heads or tails and flip the on-screen coin. The kicking game for your team is executed automatically. Just tap a button to boot the ball downfield.

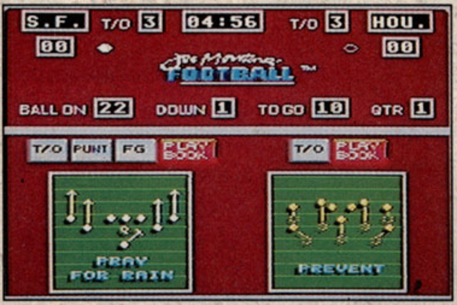


```
TEAM SELECTION
  PLAYER 1      VS     COMPUTER

1SAN FRANCISCO    CINCINNATI
  ATLANTA         CLEVELAND
  LOS ANGELES     HOUSTON
  NEW ORLEANS     PITTSBURGH

  CHICAGO         DENVER
  DETROIT         KANSAS CITY
  GREEN BAY       LOS ANGELES
  MINNESOTA       SAN DIEGO
  TAMPA BAY       SEATTLE

  DALLAS          BUFFALO
  NEW YORK        INDIANAPOLIS
  PHILADELPHIA    MIAMI
  PHOENIX         NEW ENGLAND
  WASHINGTON      NEW YORK
```

You can choose any NFL team.

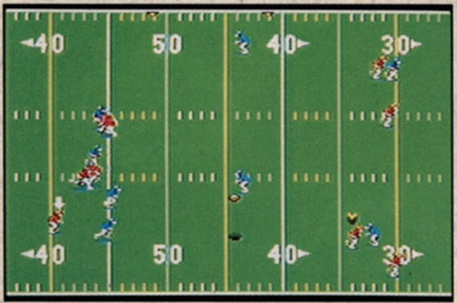
Getting Offensive

Once you get the hang of your team's offense, no computer defense will be able to stop you. There's a wide variety of plays to choose from –17 in all. Most of your plays are passing formations, but since executing a successful running play against the computer is difficult, you probably won't miss the run options.



There are plenty of options on offense.

Passing is easy in Joe Montana Football. Just call a formation, hike the ball, and look for an open receiver. To pick a receiver hit Button 2. Then hit Button 1 to throw the ball. The ball is automatically launched towards the receiver, and your receiver never has to come back for the ball.



Finding an open receiver is easy in this game.

PROTIP: Running plays (such as Off Tackle) are more likely to be successful if you maneuver your quarterback behind the running back, let the running back move upfield past oncoming tacklers, and toss the ball to him (like a screen pass). Trying to run the ball like they do in the NFL (pitching or handing off the ball to a back behind the line) doesn't work in this game.

PROTIP: You'll find that every team has a few plays with high success rates. Try the following formations to rack up the yardage: BIG END AROUND – The QB scrambles to the top of screen as the receiver scrambles to the bottom. When the QB is about to be tackled, toss the ball across the field to the receiver. Good for 5-15 yards. PRAY FOR RAIN – Also known in offensive coordinator circles as the Big Bomb, the Hail Mary, and Going For Broke. Scramble towards the bottom of the screen as you keep an eye on the receiver who's second from the bottom. If the defender is playing behind the receiver, throw the ball for the long completion. If the defender is under the receiver, don't throw, just run up field for a big gain. ORVILLE'S RIGHT – This play is similar to the Big End Around. The QB scrambles to the top of the screen, the receiver runs to the bottom. Throw the ball when the defenders get close to the QB. SEAM SPLITTER – This play nets you 20+ yards if it's executed correctly. Throw the ball only if the receiver is closer to the QB than the guy covering him.

Blitz and Pray

Of the many football games I've played, this is one of the most difficult to play defense in. When the skill level is set to Professional, you'll be lucky if you can stop the computer one time out of three.

GO JOE
SEMINOLES

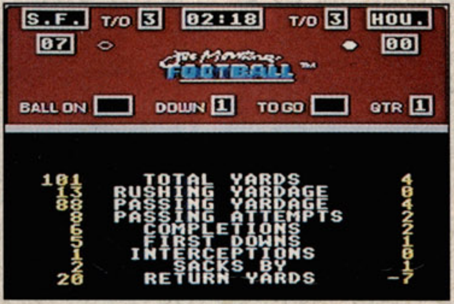
Score and you can do an end zone jig.

Your problems on defense begin with your choice of formations. There are only six standard football video game defenses: Prevent, Goalline, etc. None of them are designed to stop a pass play. There are formations that will give you a better chance against the pass, but when the computer is rolling, it's like trying to stop Joe Montana and the 49ers with a high school football team.

Blitzing isn't a very good option because your defender is too slow to catch the QB before he heaves the ball. And your opponent can switch from receiver to receiver too quickly for you to cover them all. Your best bet may be hanging around the line of scrimmage waiting for the QB to run. At least you can switch to another defender by tapping Button 1, so if a pass is thrown you still have a chance to make a play.

Joe Knows Football

Mr. Montana's only contribution to Joe Montana football (other than the applying his name and likeness to the package and the opening game screen) is in the form of play suggestions. Joe, based on the down and the number of yards required for a first down, will suggest a formation to you, both on offense and defense. Joe's suggestions tend to follow logical football rules – pass on long yardage downs, run for short gains. Unfortunately, going against standard logic tends to work better than being predictable.



```
S.F.  T/O 3   02:18   T/O 3  HOU.
 07                           00
BALL ON     DOWN 1   TO GO     QTR 1

101      TOTAL YARDS           4
 13    RUSHING YARDAGE         0
 88    PASSING YARDAGE         4
  8    PASSING ATTEMPTS        2
  6      COMPLETIONS           2
  5      FIRST DOWNS           1
  1     INTERCEPTIONS          0
  2        SACKS BY            1
 20      RETURN YARDS         -7
```

Detailed stats for both teams appear at the end of each quarter.

Joe Montana Football, like many of its counterparts, plays better as a two-player, head-to-head clash. Master System owners who already possess Walter Payton Football (the last SMS pigskin release), will find JM different enough to

Continued on page 64.

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BACK TO BACK *Excitement*

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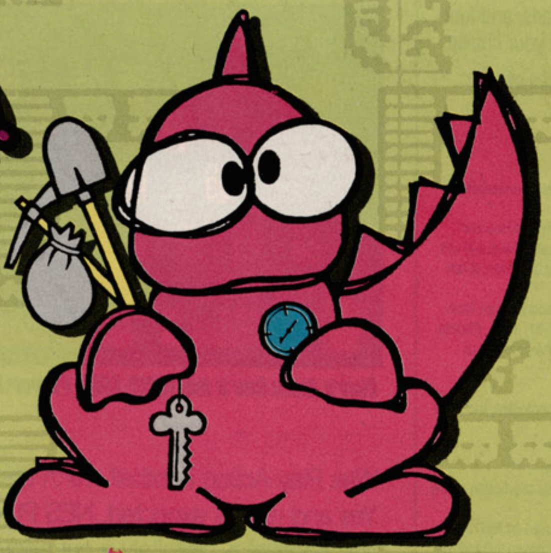

Our cute and mighty warrior must battle his way through mutant guards to the top of the tower. Travel through 8 challenging worlds as you help Boomer search for the keys to defeat the evil Zoozoon!

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- **2 player capability with GAME LINK,™ cable**
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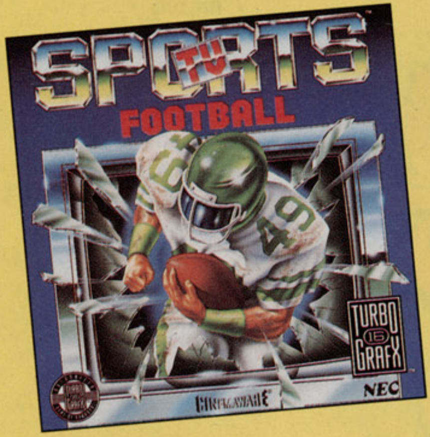

The showdown of the football season is here! As an explosive player on the Thunderbolts – the top-ranked team in NEC's TurboGrafx-16 "TV Sports Football" league – you've got to defend your title by beating the Hounds, a team that's howling to win.

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So, be a sport and go get those Hounds! Send your name, address, phone number, and highest "TV Sports Football" Thunderbolt score, along with a photo or a video tape of the screen showing your score to:

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GamePro Magazine
P.O. Box 3329
Redwood City, CA 94064

Then tackle the May 1991 issue of GamePro to see if you made NEC's "TV Sports Football" Hall of Fame.

First Prize: TurboGrafx-CD player and two TurboGrafx-CD games of your choice.

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The following rules apply:

- No purchase necessary to enter.
- You must take a position on the home team – the Thunderbolts – and play in exhibition mode against the Hounds.
- Your final score will be determined by subtracting the Hounds' points from your Thunderbolt score. The top three scores will win prizes. In the event of a tie, winnner's names will be drawn at random.
- Winners will be notified in February, 1991. All decisions are final.
- Entries must be postmarked between January 1-31, 1991. Photos and tapes cannot be returned and will become the property of GamePro Magazine.
- One entry per person.
- Employees of GamePro, Cinemaware, NEC Technologies, Inc., and their affiliates are ineligible to enter.
- Taxes are the responsibility of the winner.
- Void where prohibited, restricted or taxed by law.
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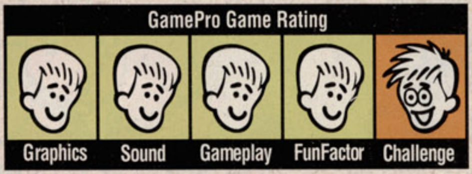
warrant an investment. Joe Montana Football for the Master System is the first of what will be many Sega games sport ing Joe's monnicker. Hopefully, they'll improve with practice.

Joe Montana Football by Sega of America ($29.95 – Available Now).

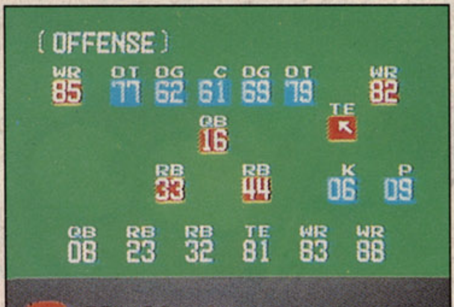


NES Play Action FOOTBALL

By Fanatic Fan

After a year and a half in the making, NES Play Action Football is finally here.

NES Play Action Football allows up to four players to compete head-to-head (two vs. two, one vs. one, or two vs. the computer). Or, you can play solo against the computer. Also, since the cart sports an NFL Players Association license, the eight teams feature actual NFL players.

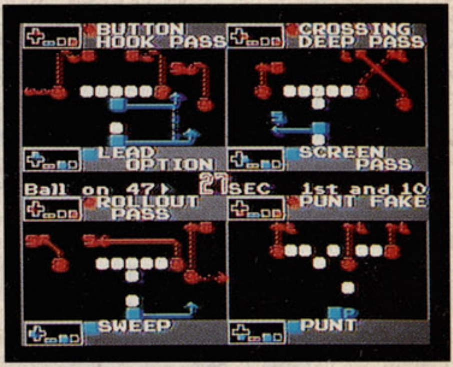


Every team has a full 1989-1990 Player Roster.

Fumbles and Touchdowns

Was Play Action Football worth the wait? Yes and no. As expected, NES Play Action Football is definitely a cut above previous NES football carts. After all, Tecmo Bowl, John Elway's Computer Quarterback, and NFL Football were all released several years ago.

With 24 offensive + reverse versions of each play and 16 defensive plays, Play Action Football features more formations than its competition. Individual teams have their own offensive plays geared to their offensive capabilities. Add to this, "real" NFL players who are rated according to their individual abilities – speed, tackling, power, blocking, hands, passing, and accuracy – and you get a fairly detailed, realistic football simulation.



NES Play Action Football has an incredible number of offensive options.

But there are flaws. If you're a perfectionist they could ruin the game for you. The biggest problem is the defensive controls. Like most football games, you control one defender at a time and you can switch your control to another player at the tap of a button. Play Action Football has this same option; you can switch to the defender nearest the ball carrier by hitting the A and B buttons simultaneously. But, the defensive switching is sluggish. You can rarely switch to a defender that is downfield from the ball carrier. By the time you've taken control of a closer defender, the ball carrier, who usually has better speed than your defenders, has sprinted by and you're left in the dust. This glitch allows plenty of breakaway runs for touchdowns and short passes that suddenly turn into long gainers. It also makes covering kickoff and punt returns an adventure.

Continued on page 66.

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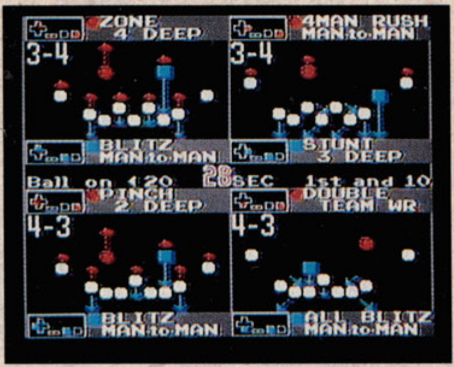


There are more defensive formations in this cart than any previous NES titles.

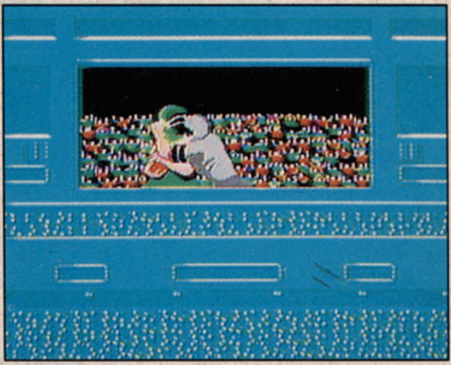
PROTIP: Unless your kicker has an extremely powerful leg and is able to kick the ball deep into your opponent's end zone, you should deliberately kick the ball short during a kickoff. A short kickoff forces one of the other team's big, lumbering linemen to run the ball back-which makes for an easy tackling target.

The other problem with Play Action Football is the play of the computer team. The computer-controlled team often does stupid things during the game – receivers run patterns out of bounds and potential tacklers run away from the ball carrier. These aren't game-threatening flaws, they're just annoying.

PROTIP: The Forty-Niner Onside Kickoff-Touchdown Trick: Here's a neat trick against the computer that works 33-55% of the time. First, select San Francisco as your team. When you kick off, aim for the far side of the field (top of the TV screen) and kick a short, onside kick. Once the ball is kicked, quickly tap the A and B buttons to switch to Ronnie Lott, the defender on that side. Tap the A button repeatedly to make Lott run fast toward and the football. Lott is very quick. He can usually scoop up the football before the opposing team gets to it and then sprint for a touchdown untouched.

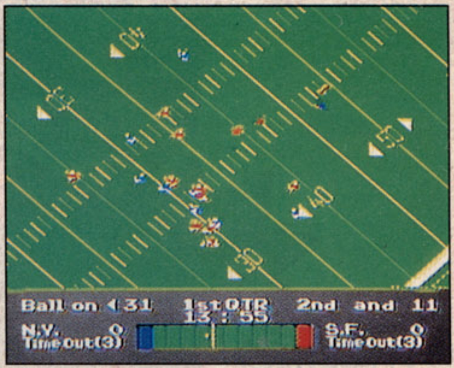
On the plus side for Play Action Football, it's fun to control the ball carrier on running plays and kickoffs use your blocking to your best advantage. Offense control, on the whole, is very realistic and allows for plenty of innovation. On the defensive side of the line, controlling a dominating player, such as Mike Singletary of Chicago, is a blast. You'll rack up the QB sacks with a speedy linebacker under your command.

PROTIP: A good defense for the Chicago team is the "Zone- 4 Deep." When the ball is snapped, switch control to Mike Singletary (by hitting A and B), then charge in and nail the QB.



Chicago chalks up another QB sack.

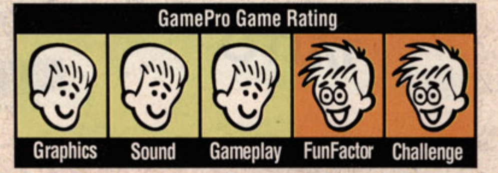
PROTIP: The "Quick Pass" to the tight end, the middle receiver, is almost always a big gainer. Computer defenders don't cover the tight end 90% of the time. If they do, the left receiver is open.

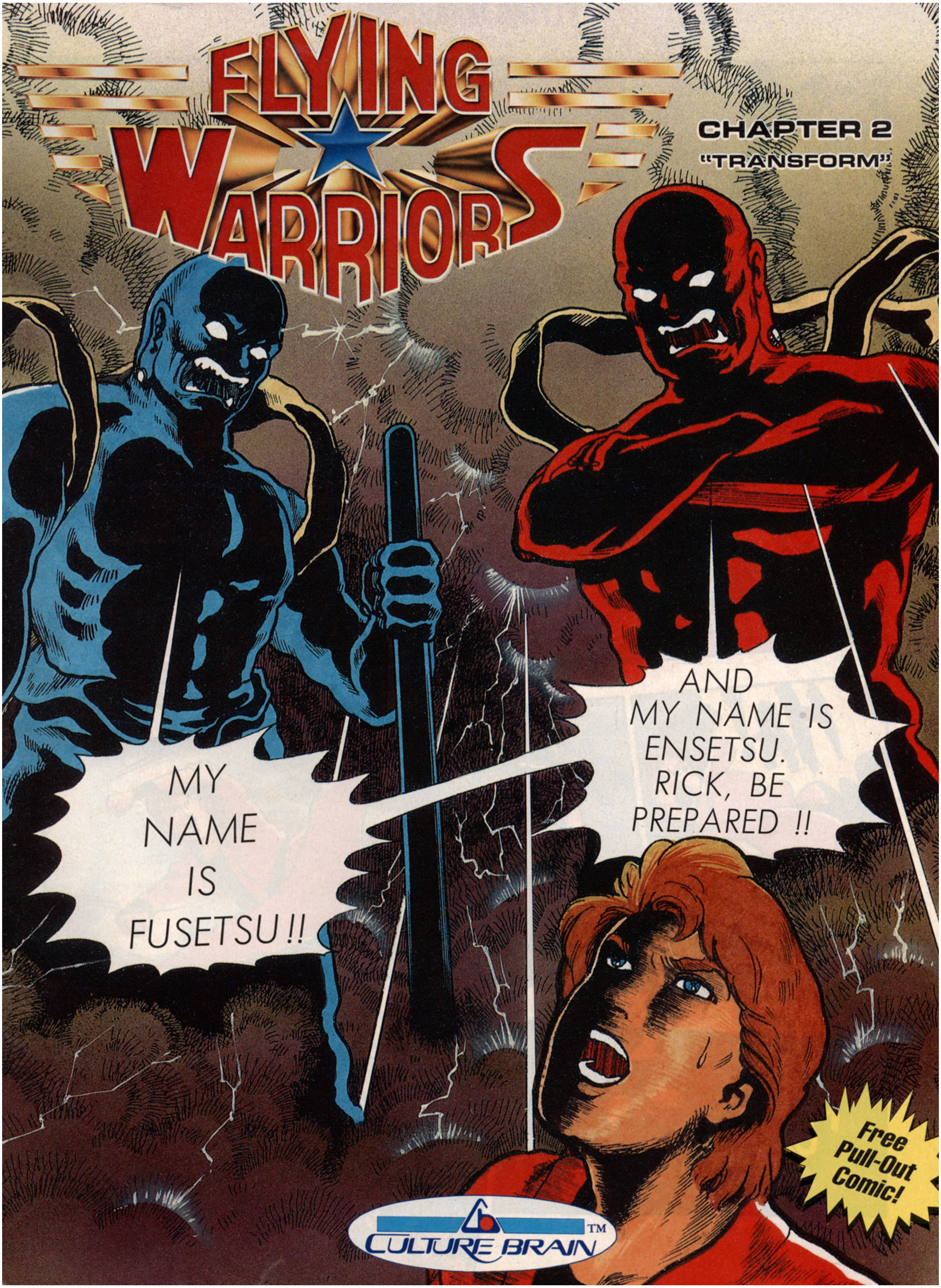


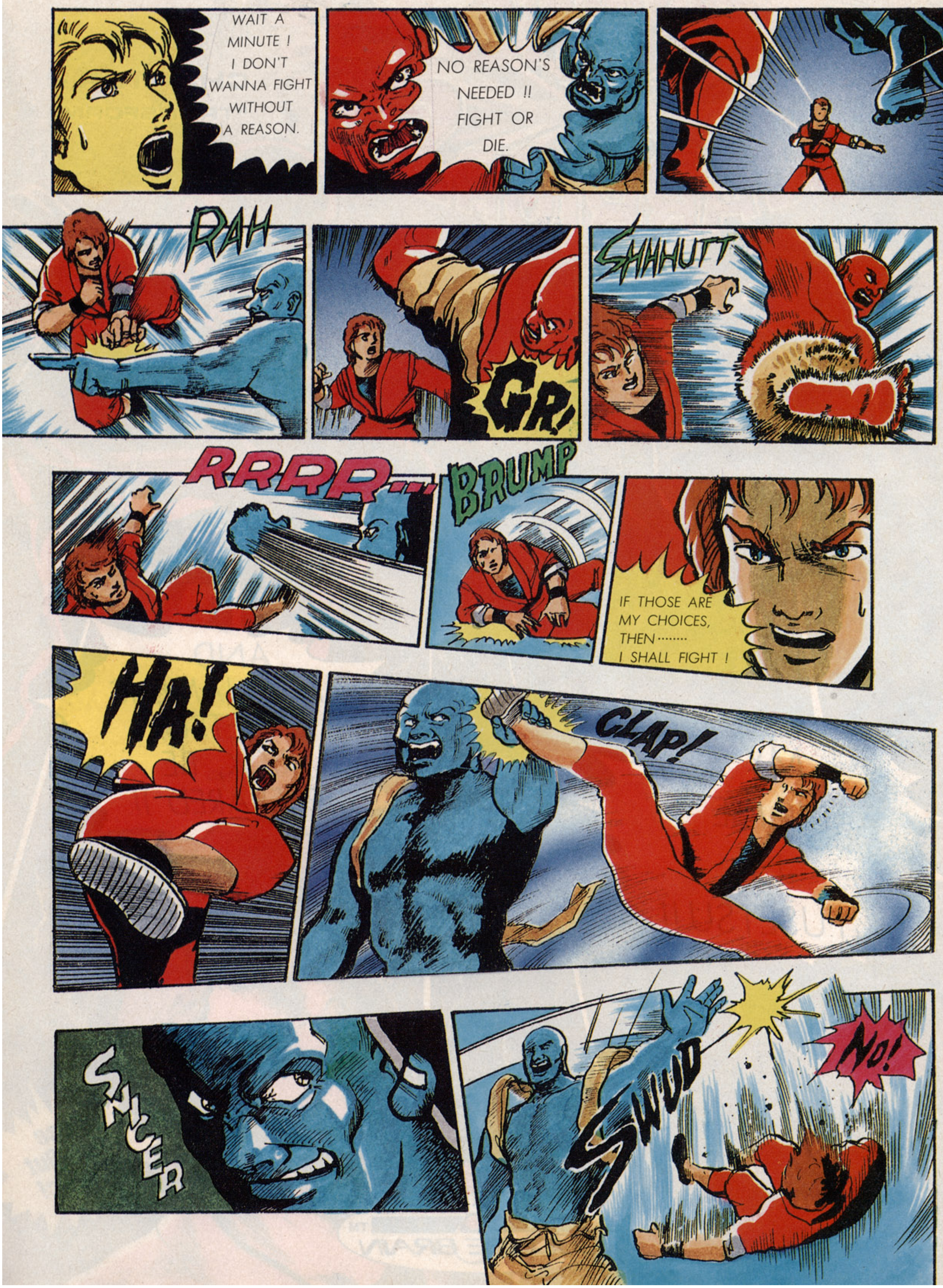
You'll see a bird's eye view of the field on passing plays.

NES Play Action Football will satisfy those of you with Tecmo Bowl Fever - that malady that strikes football video gamers waiting for a worthy pigskin sequel. In four-player mode, this cart really cooks, as a solo contest it's above average and definitely worth a look. We'll call it a strong playoff contender with stars at the skill positions that has some glaring weaknesses.

NES Play Action Football by Nintendo ($39.95 – Available Now, 4 megs).




FLYING WARRIORS
CHAPTER 2
"TRANSFORM"
MY NAME IS FUSETSU !!
AND MY NAME IS ENSETSU. RICK, BE PREPARED !!
Free Pull-Out Comic!
CULTURE BRAIN™


WAIT A MINUTE ! I DON'T WANNA FIGHT WITHOUT A REASON.
NO REASON'S NEEDED !! FIGHT OR DIE.
RAH
GR!
SHHHUTT
RRRR...
BRUMP
IF THOSE ARE MY CHOICES, THEN……… I SHALL FIGHT !
HA!
CLAP!
SNEER
SWUD
NO!

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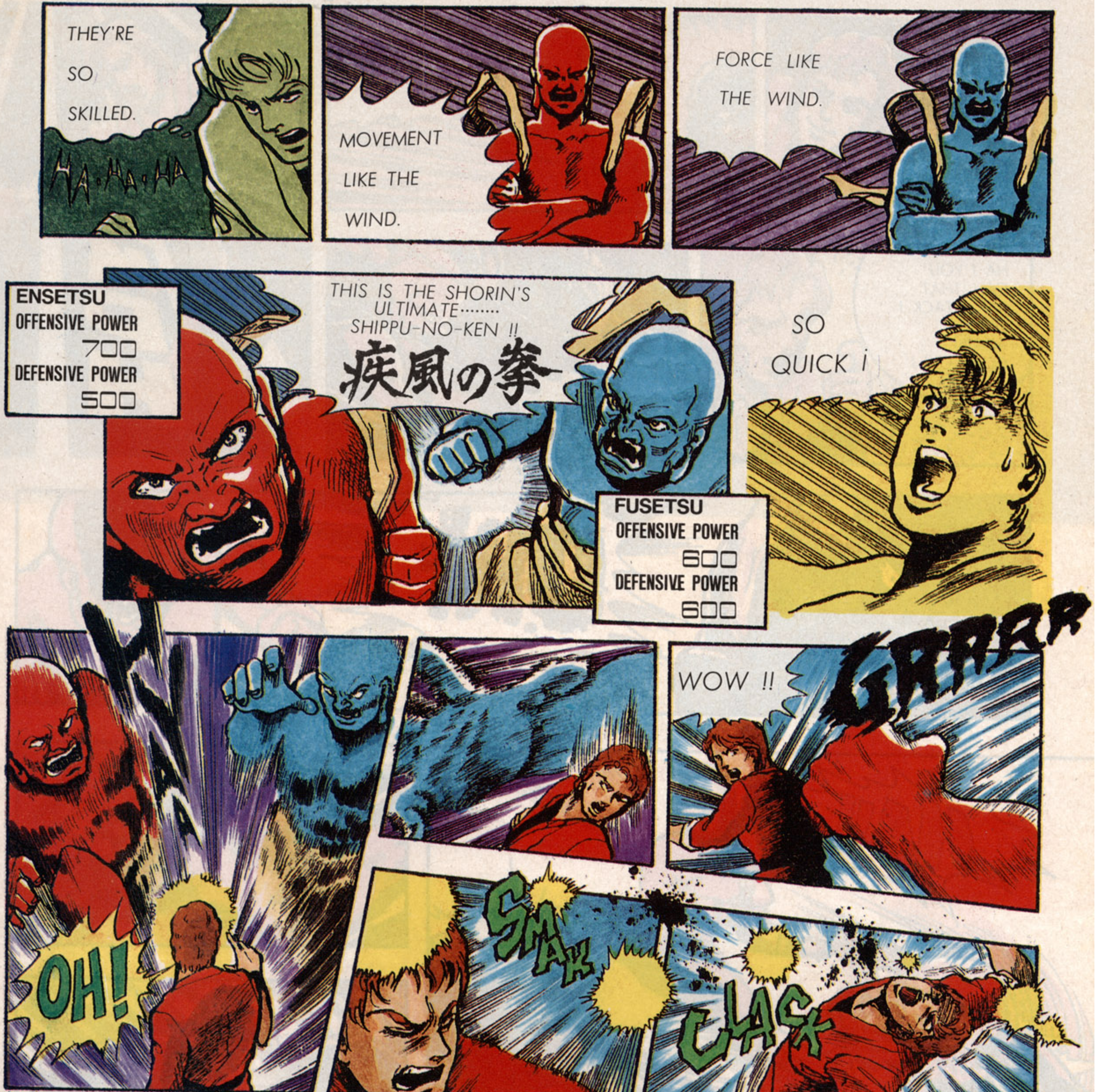
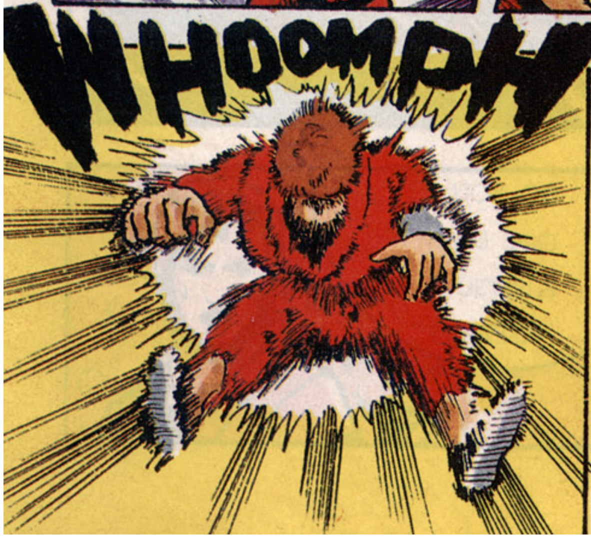
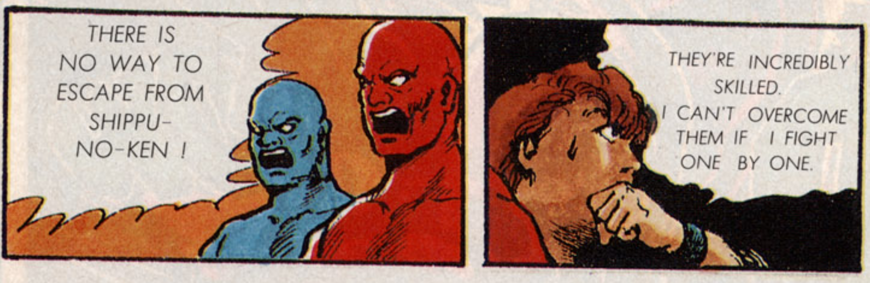
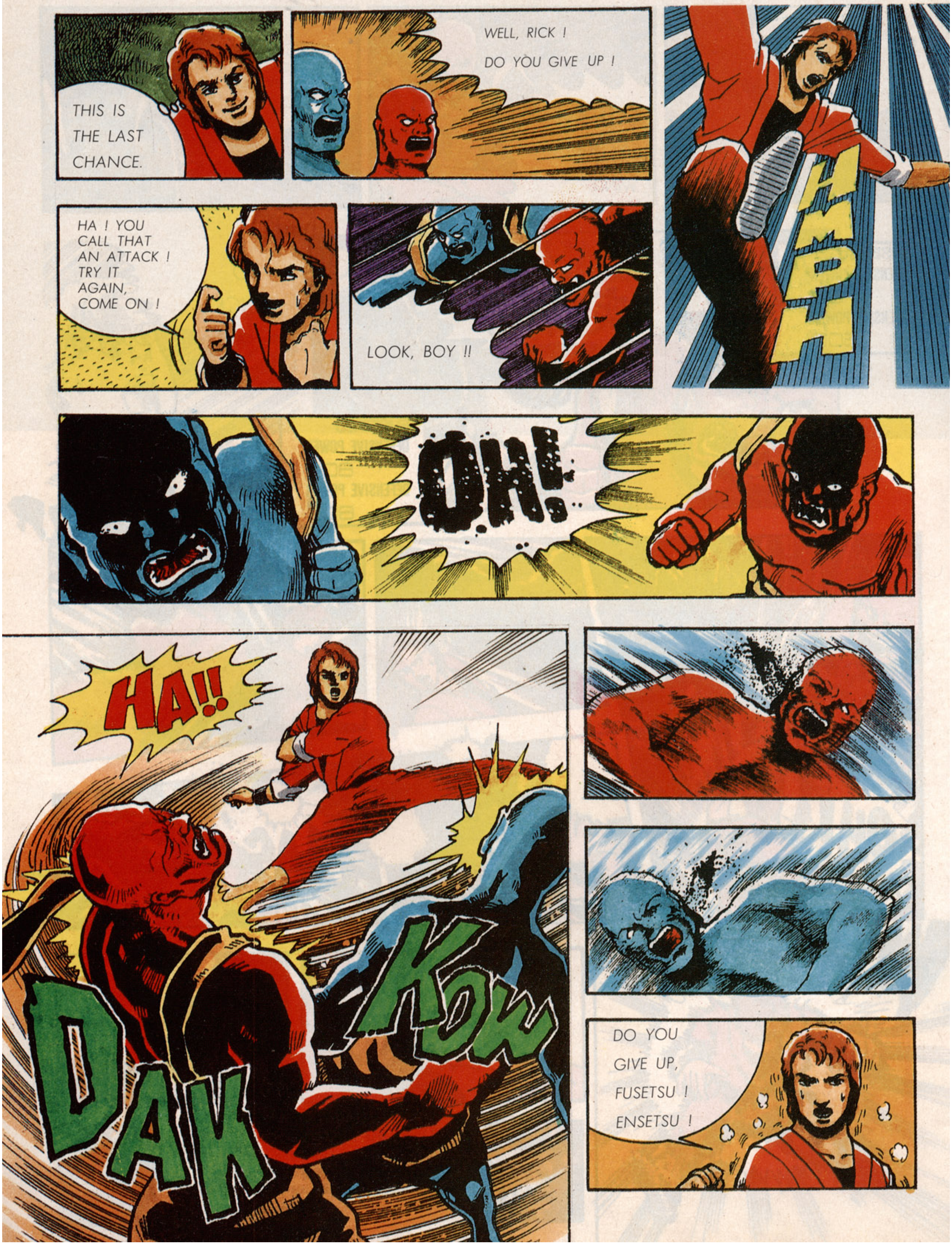

THEY'RE SO SKILLED.
HA·HA·HA
MOVEMENT LIKE THE WIND.
FORCE LIKE THE WIND.
ENSETSU
OFFENSIVE POWER 700
DEFENSIVE POWER 500
THIS IS THE SHORIN'S ULTIMATE······· SHIPPU-NO-KEN !!
疾風の拳
FUSETSU
OFFENSIVE POWER 600
DEFENSIVE POWER 600
SO QUICK !
HIYAA
WOW !!
GRRRR
OH!
SMAK
CLACK




THERE IS NO WAY TO ESCAPE FROM SHIPPU-NO-KEN !
THEY'RE INCREDIBLY SKILLED. I CAN'T OVERCOME THEM IF I FIGHT ONE BY ONE.

"FUSETSU & ENSETSU"

TWO ENORMOUS MEN WHO HELP THEIR MASTER. THEY ARE EXPERTS OF SHIPPU-NO-KEN AND MOVE LIKE THE WIND. THEY WILL BE TOUGH OPPONENTS FOR RICK.


THIS IS THE LAST CHANCE.
WELL, RICK ! DO YOU GIVE UP !
HMPH
HA ! YOU CALL THAT AN ATTACK ! TRY IT AGAIN, COME ON !
LOOK, BOY !!
OH!
HA!!
DAK
KOW
DO YOU GIVE UP, FUSETSU ! ENSETSU !

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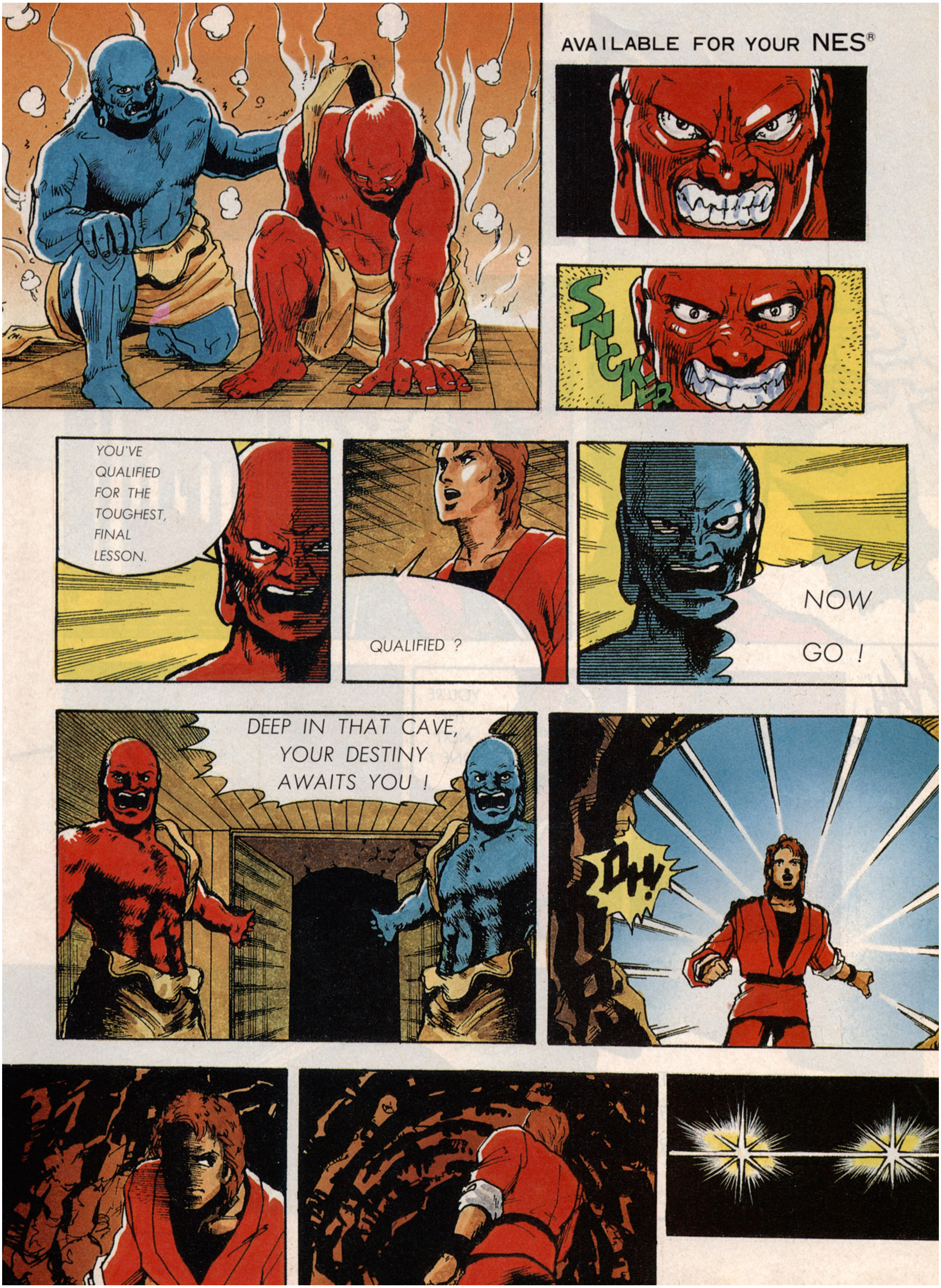
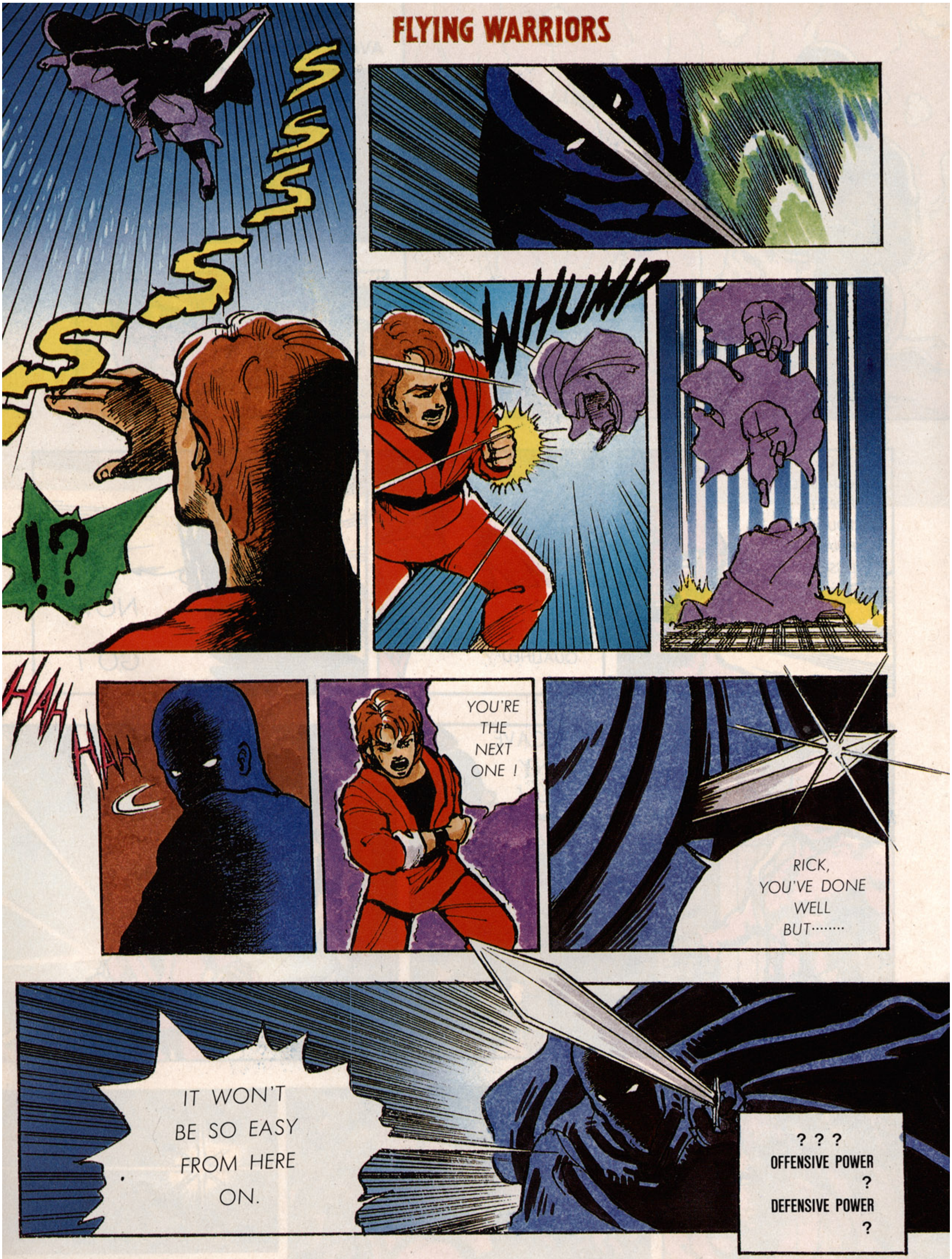

SNICKER
YOU'VE QUALIFIED FOR THE TOUGHEST, FINAL LESSON.
QUALIFIED ?
NOW GO !
DEEP IN THAT CAVE, YOUR DESTINY AWAITS YOU !
OH!


SSSSSS
!?
WHUMP
HAH HAH
YOU'RE THE NEXT ONE !
RICK, YOU'VE DONE WELL BUT········
IT WON'T BE SO EASY FROM HERE ON.
? ? ?
OFFENSIVE POWER ?
DEFENSIVE POWER ?

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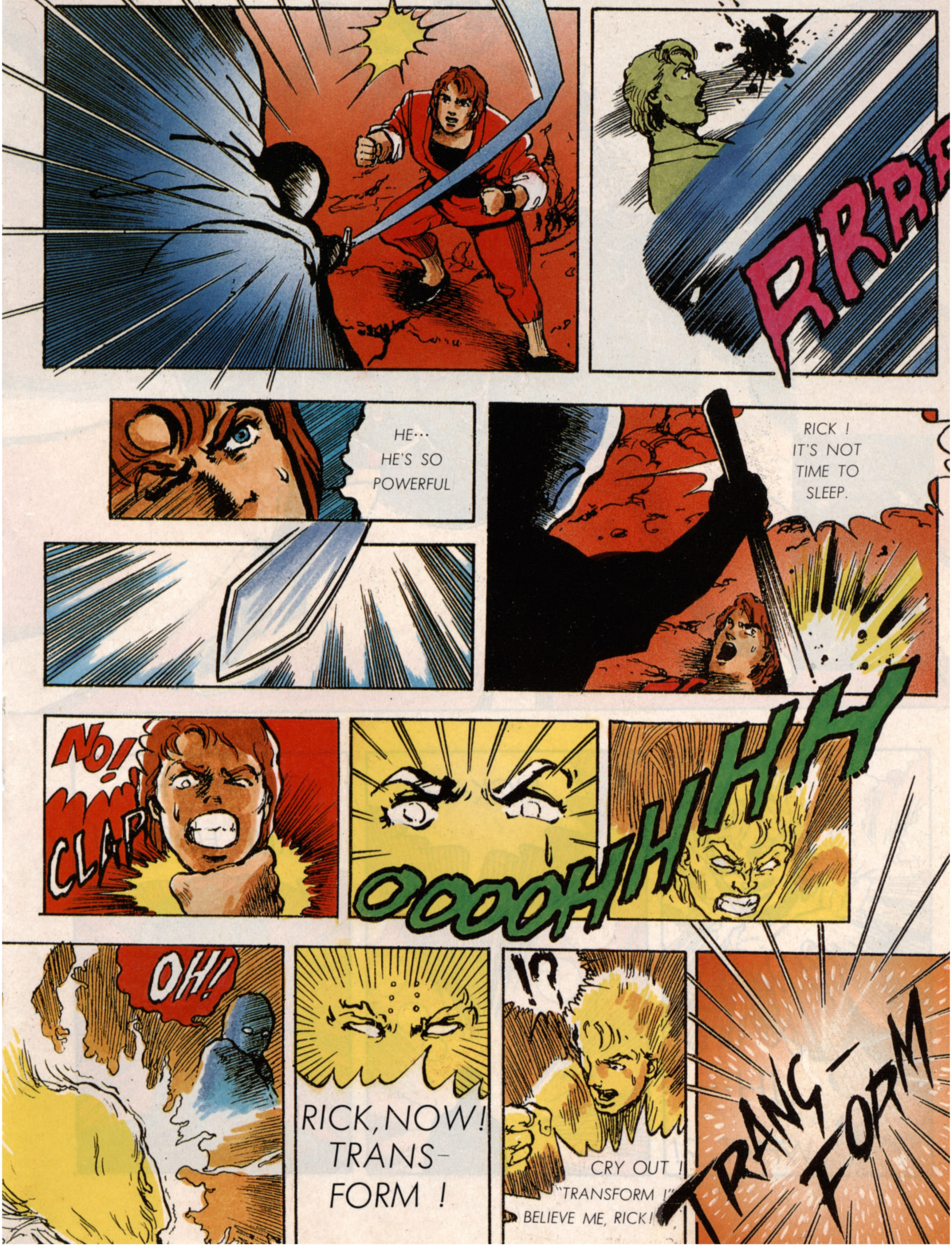
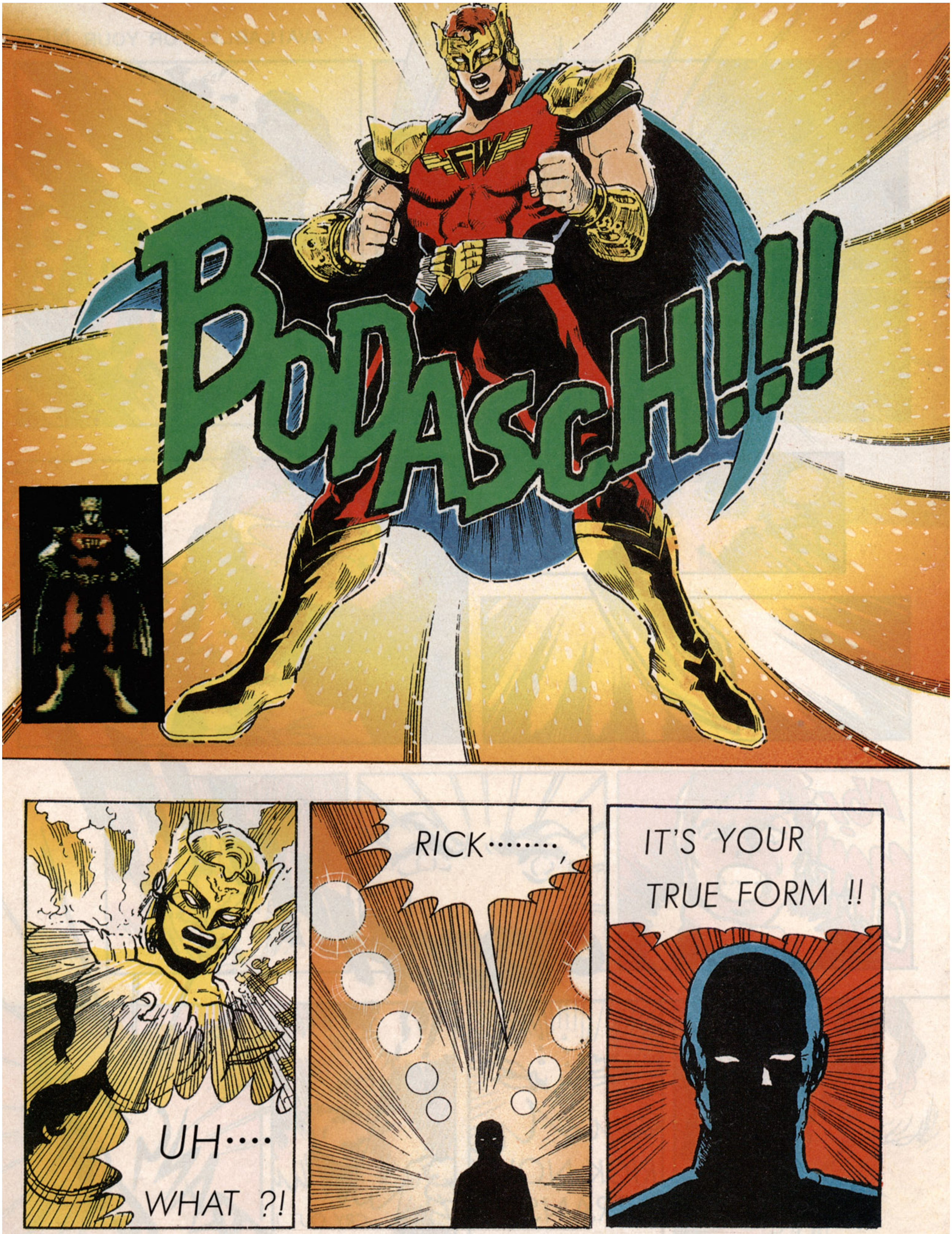
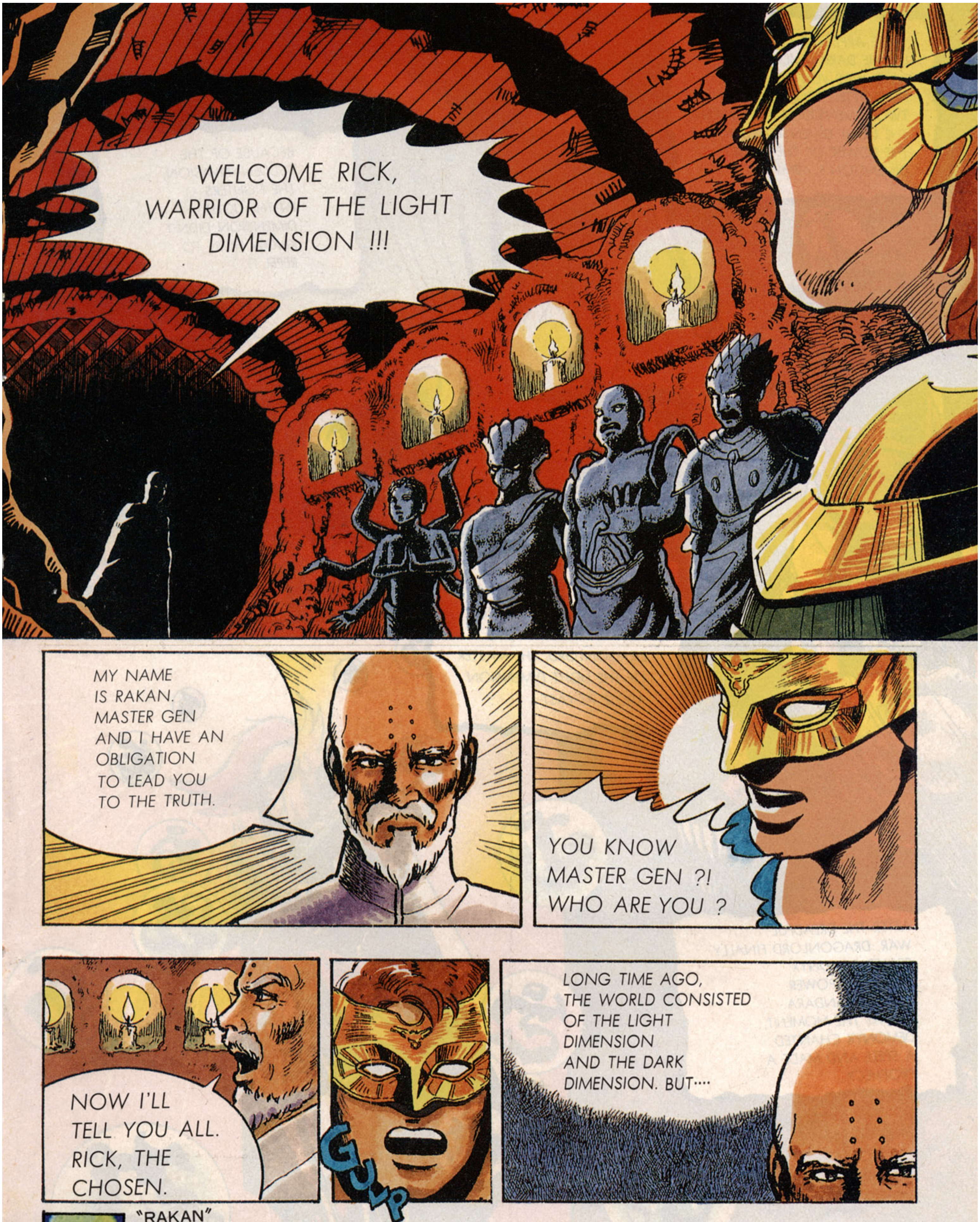

RRRR
HE… HE'S SO POWERFUL
RICK ! IT'S NOT TIME TO SLEEP.
NO!
CLAP!
OOOOHHHHH
OH!
RICK, NOW! TRANS-FORM !
!?
CRY OUT ! "TRANSFORM !" BELIEVE ME, RICK!
TRANS-FORM


BODASCH!!!!
UH····
WHAT ?!
RICK········,
IT'S YOUR TRUE FORM !!


WELCOME RICK, WARRIOR OF THE LIGHT DIMENSION !!!
MY NAME IS RAKAN. MASTER GEN AND I HAVE AN OBLIGATION TO LEAD YOU TO THE TRUTH.
YOU KNOW MASTER GEN ?! WHO ARE YOU ?
NOW I'LL TELL YOU ALL. RICK, THE CHOSEN.
GULP
LONG TIME AGO, THE WORLD CONSISTED OF THE LIGHT DIMENSION AND THE DARK DIMENSION. BUT····

"RAKAN"
A MYSTERIOUS OLD MAN WHO IS WAITING FOR RICK IN THE DEEPEST CAVE AT THE SHORIN TEMPLE. HE IS MORE POWERFUL THAN ENSETSU AND FUSETSU. IS HE AN ALLY OR AN ENEMY ?

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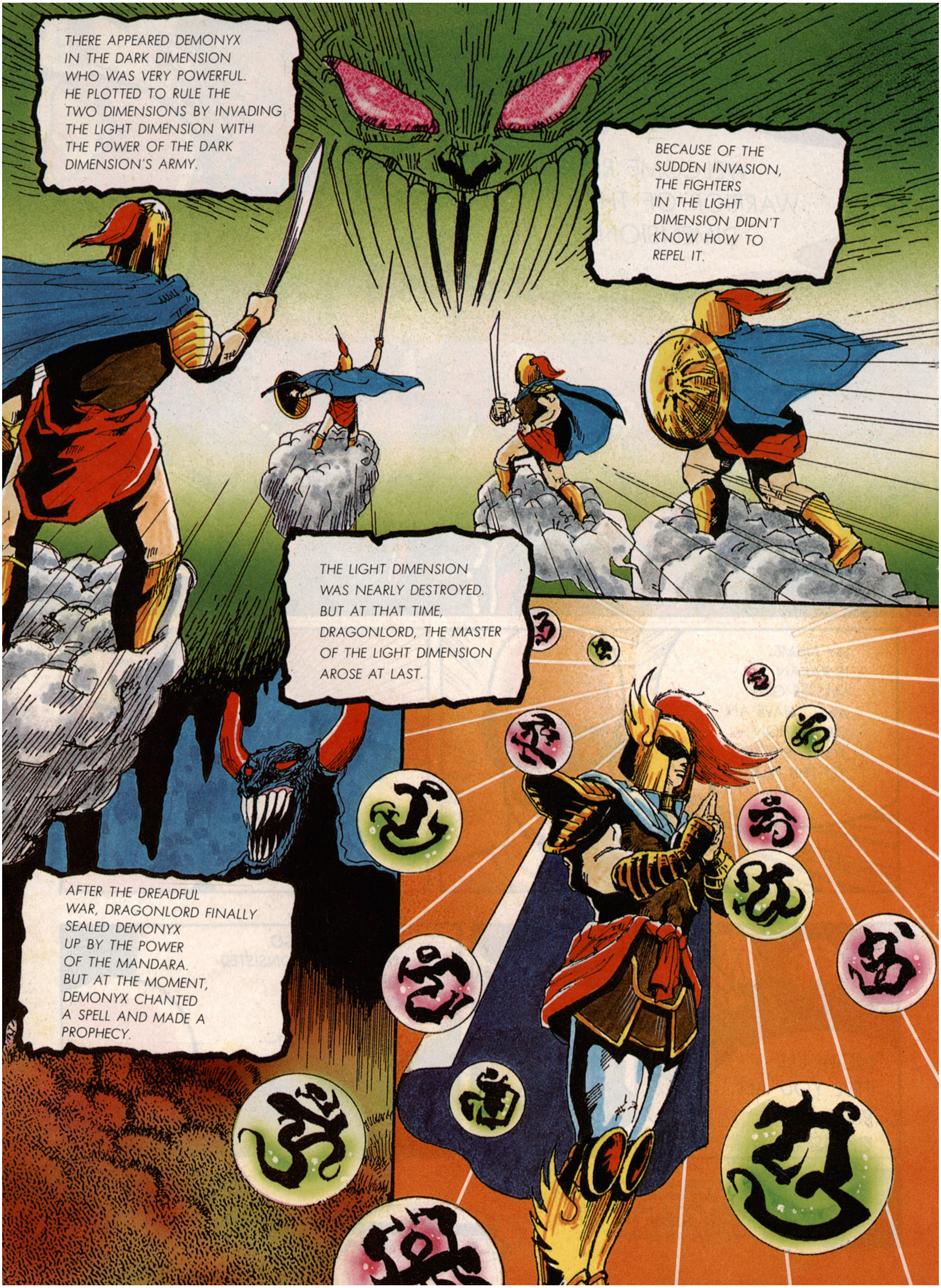
THERE APPEARED DEMONYX IN THE DARK DIMENSION WHO WAS VERY POWERFUL. HE PLOTTED TO RULE THE TWO DIMENSIONS BY INVADING THE LIGHT DIMENSION WITH THE POWER OF THE DARK DIMENSION'S ARMY.
BECAUSE OF THE SUDDEN INVASION, THE FIGHTERS IN THE LIGHT DIMENSION DIDN'T KNOW HOW TO REPEL IT.
THE LIGHT DIMENSION WAS NEARLY DESTROYED. BUT AT THAT TIME, DRAGONLORD, THE MASTER OF THE LIGHT DIMENSION AROSE AT LAST.
AFTER THE DREADFUL WAR, DRAGONLORD FINALLY SEALED DEMONYX UP BY THE POWER OF THE MANDARA. BUT AT THE MOMENT, DEMONYX CHANTED A SPELL AND MADE A PROPHECY.

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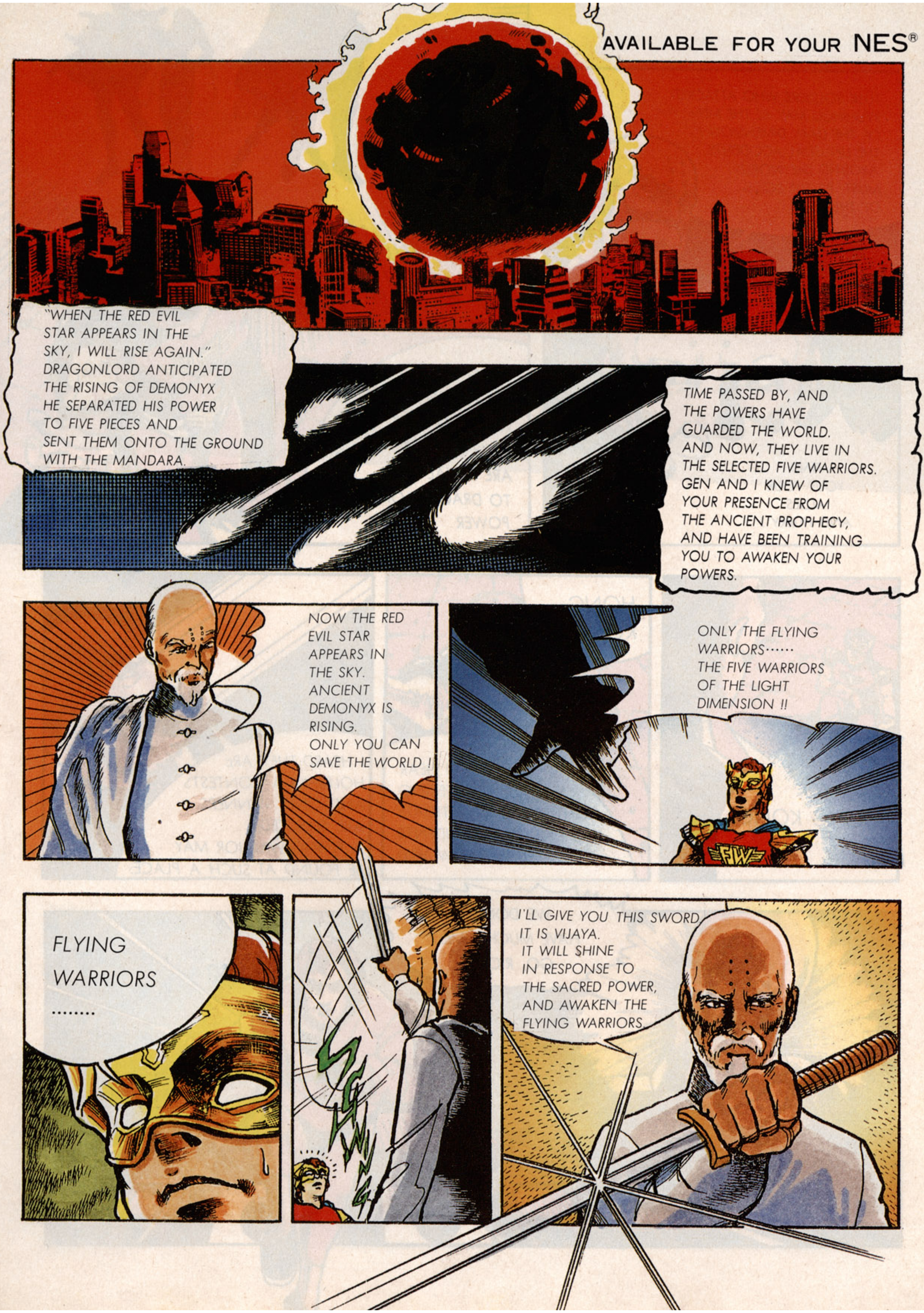
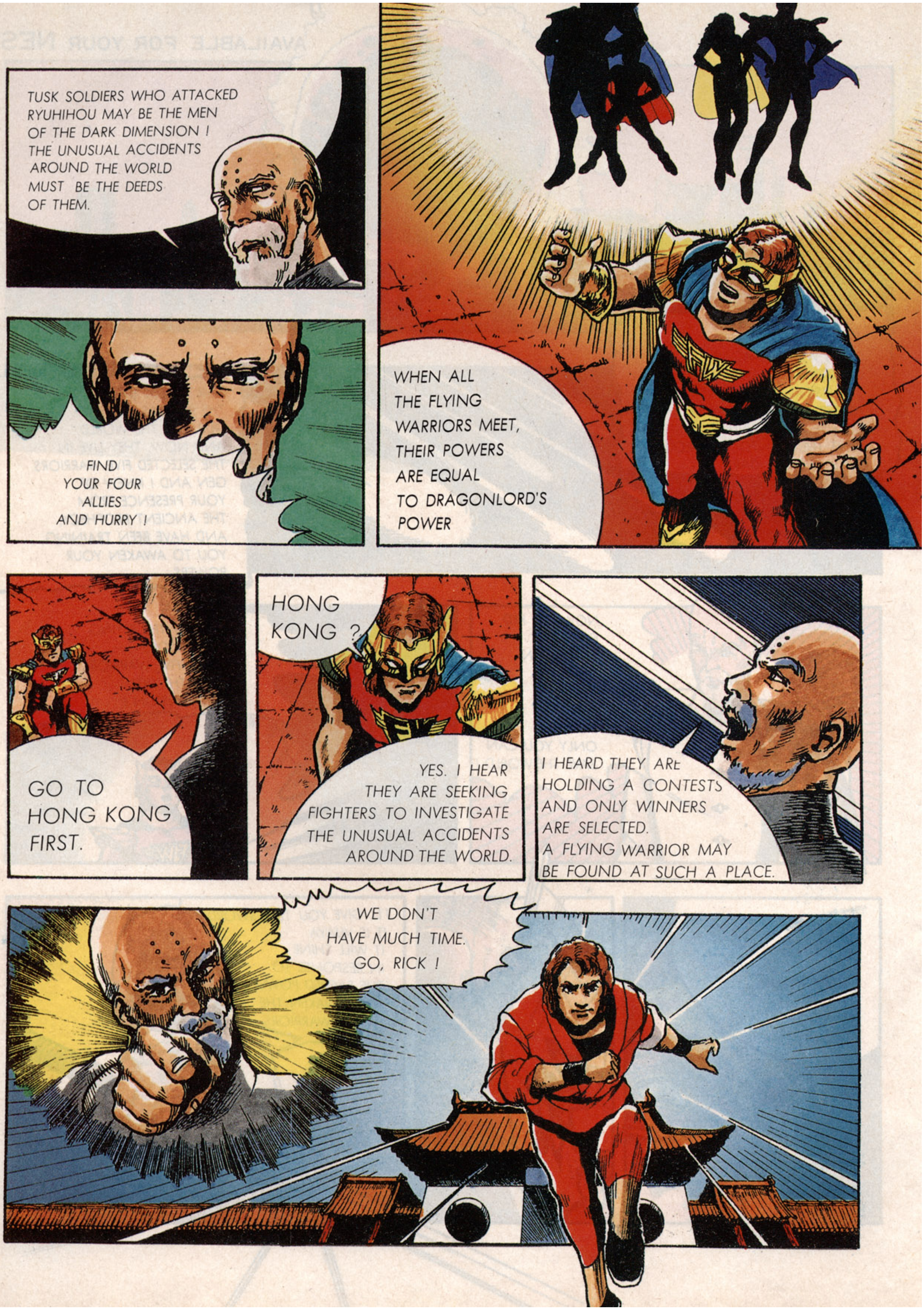
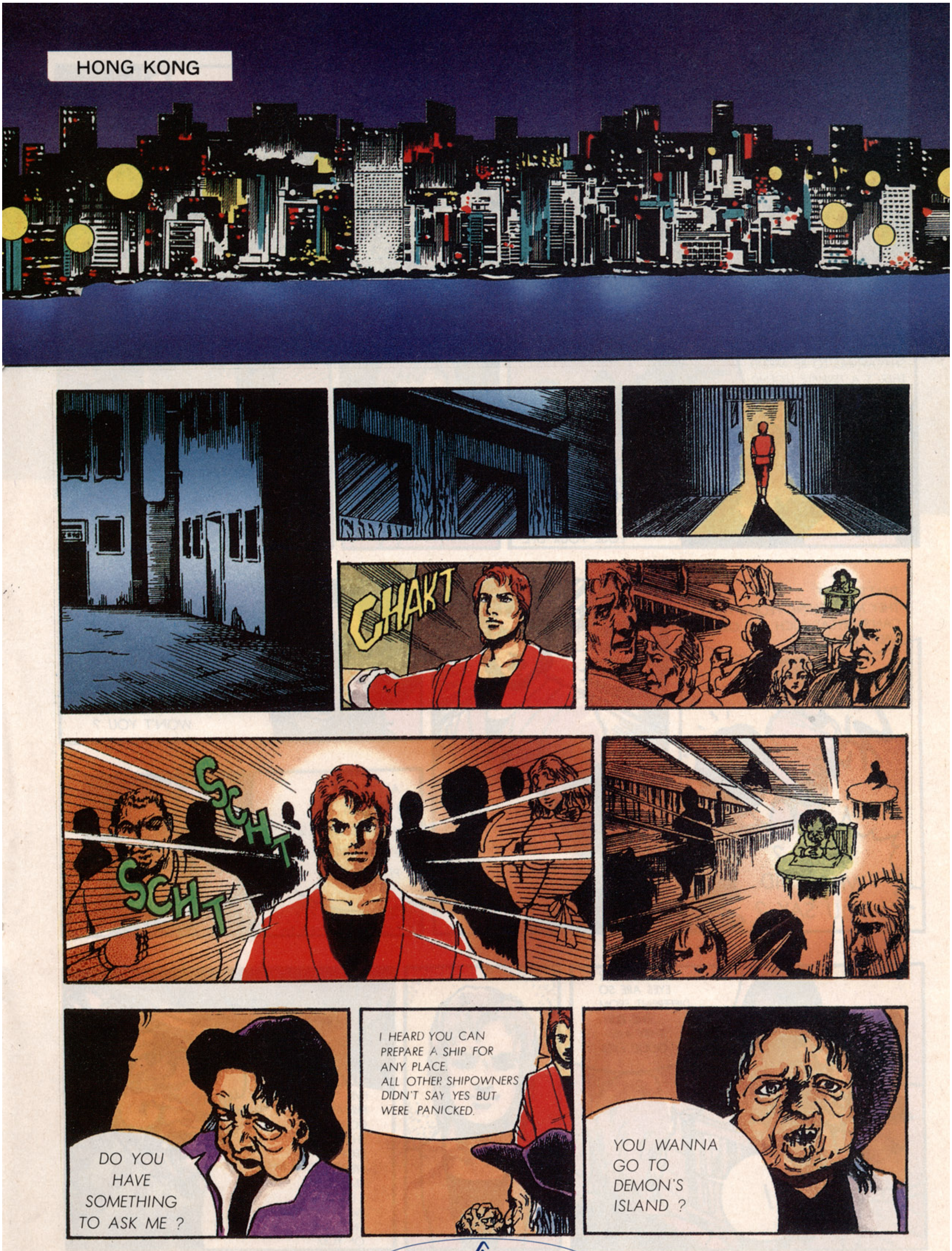

"WHEN THE RED EVIL STAR APPEARS IN THE SKY, I WILL RISE AGAIN." DRAGONLORD ANTICIPATED THE RISING OF DEMONYX HE SEPARATED HIS POWER TO FIVE PIECES AND SENT THEM ONTO THE GROUND WITH THE MANDARA.
TIME PASSED BY, AND THE POWERS HAVE GUARDED THE WORLD. AND NOW, THEY LIVE IN THE SELECTED FIVE WARRIORS. GEN AND I KNEW OF YOUR PRESENCE FROM THE ANCIENT PROPHECY, AND HAVE BEEN TRAINING YOU TO AWAKEN YOUR POWERS.
NOW THE RED EVIL STAR APPEARS IN THE SKY. ANCIENT DEMONYX IS RISING. ONLY YOU CAN SAVE THE WORLD !
ONLY THE FLYING WARRIORS······ THE FIVE WARRIORS OF THE LIGHT DIMENSION !!
FW
FLYING WARRIORS ....
SHWING
I'LL GIVE YOU THIS SWORD. IT IS VIJAYA. IT WILL SHINE IN RESPONSE TO THE SACRED POWER, AND AWAKEN THE FLYING WARRIORS.


TUSK SOLDIERS WHO ATTACKED RYUHIHOU MAY BE THE MEN OF THE DARK DIMENSION ! THE UNUSUAL ACCIDENTS AROUND THE WORLD MUST BE THE DEEDS OF THEM.
FIND YOUR FOUR ALLIES AND HURRY !
WHEN ALL THE FLYING WARRIORS MEET, THEIR POWERS ARE EQUAL TO DRAGONLORD'S POWER
FW
GO TO HONG KONG FIRST.
HONG KONG ?
YES. I HEAR THEY ARE SEEKING FIGHTERS TO INVESTIGATE THE UNUSUAL ACCIDENTS AROUND THE WORLD.
I HEARD THEY ARE HOLDING A CONTESTS AND ONLY WINNERS ARE SELECTED. A FLYING WARRIOR MAY BE FOUND AT SUCH A PLACE.
WE DON'T HAVE MUCH TIME. GO, RICK !


HONG KONG
CHAKT
SCHT
SCHT
DO YOU HAVE SOMETHING TO ASK ME ?
I HEARD YOU CAN PREPARE A SHIP FOR ANY PLACE. ALL OTHER SHIPOWNERS DIDN'T SAY YES BUT WERE PANICKED.
YOU WANNA GO TO DEMON'S ISLAND ?

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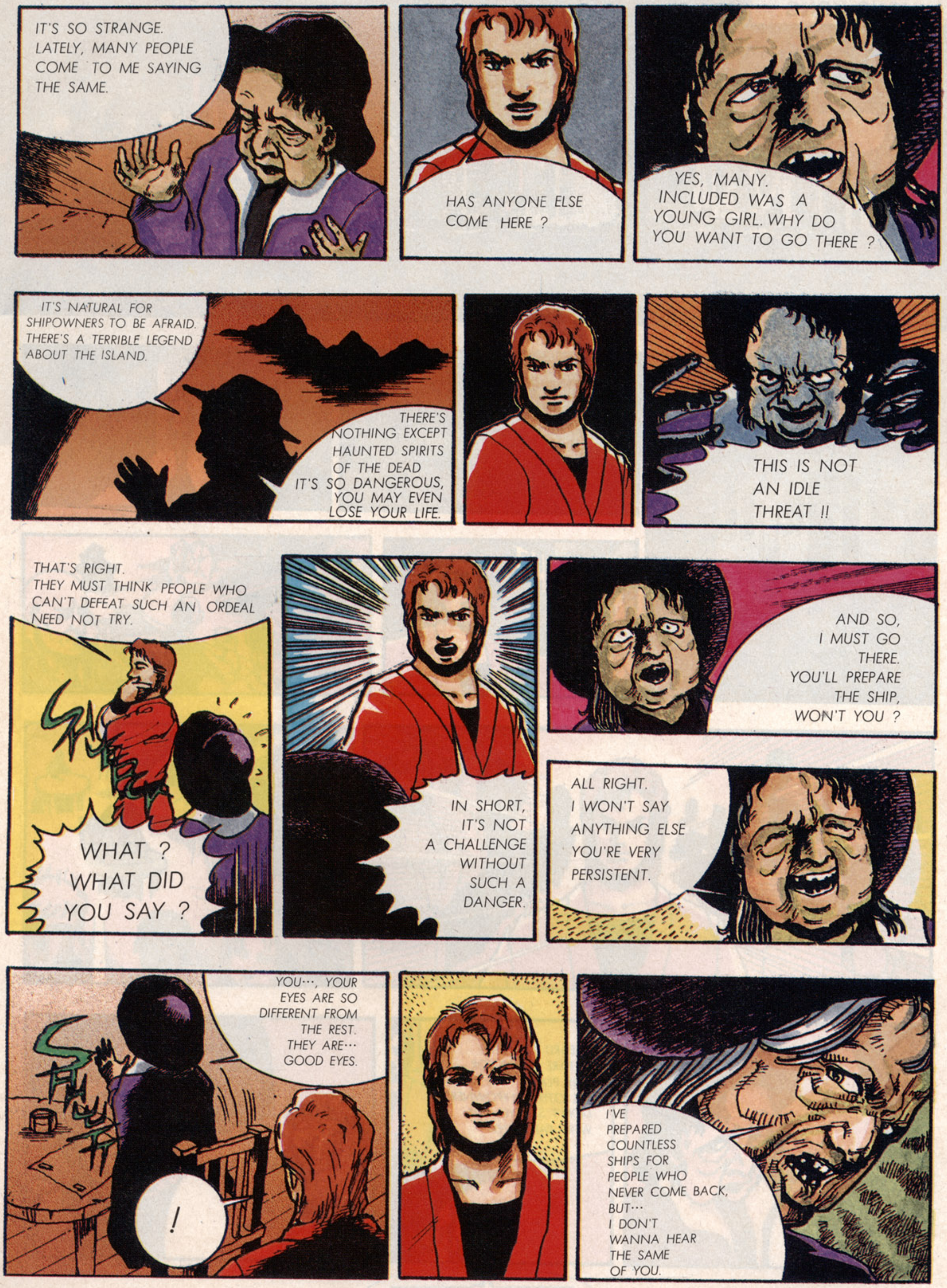
IT'S SO STRANGE. LATELY, MANY PEOPLE COME TO ME SAYING THE SAME.
HAS ANYONE ELSE COME HERE ?
YES, MANY. INCLUDED WAS A YOUNG GIRL. WHY DO YOU WANT TO GO THERE ?
IT'S NATURAL FOR SHIPOWNERS TO BE AFRAID. THERE'S A TERRIBLE LEGEND ABOUT THE ISLAND.
THERE'S NOTHING EXCEPT HAUNTED SPIRITS OF THE DEAD IT'S SO DANGEROUS, YOU MAY EVEN LOSE YOUR LIFE.
THIS IS NOT AN IDLE THREAT !!
THAT'S RIGHT. THEY MUST THINK PEOPLE WHO CAN'T DEFEAT SUCH AN ORDEAL NEED NOT TRY.
SHUCK
WHAT ? WHAT DID YOU SAY ?
IN SHORT, IT'S NOT A CHALLENGE WITHOUT SUCH A DANGER.
AND SO, I MUST GO THERE. YOU'LL PREPARE THE SHIP, WON'T YOU ?
ALL RIGHT. I WON'T SAY ANYTHING ELSE YOU'RE VERY PERSISTENT.
YOU···, YOUR EYES ARE SO DIFFERENT FROM THE REST. THEY ARE··· GOOD EYES.
SHUFF
!
I'VE PREPARED COUNTLESS SHIPS FOR PEOPLE WHO NEVER COME BACK, BUT··· I DON'T WANNA HEAR THE SAME OF YOU.

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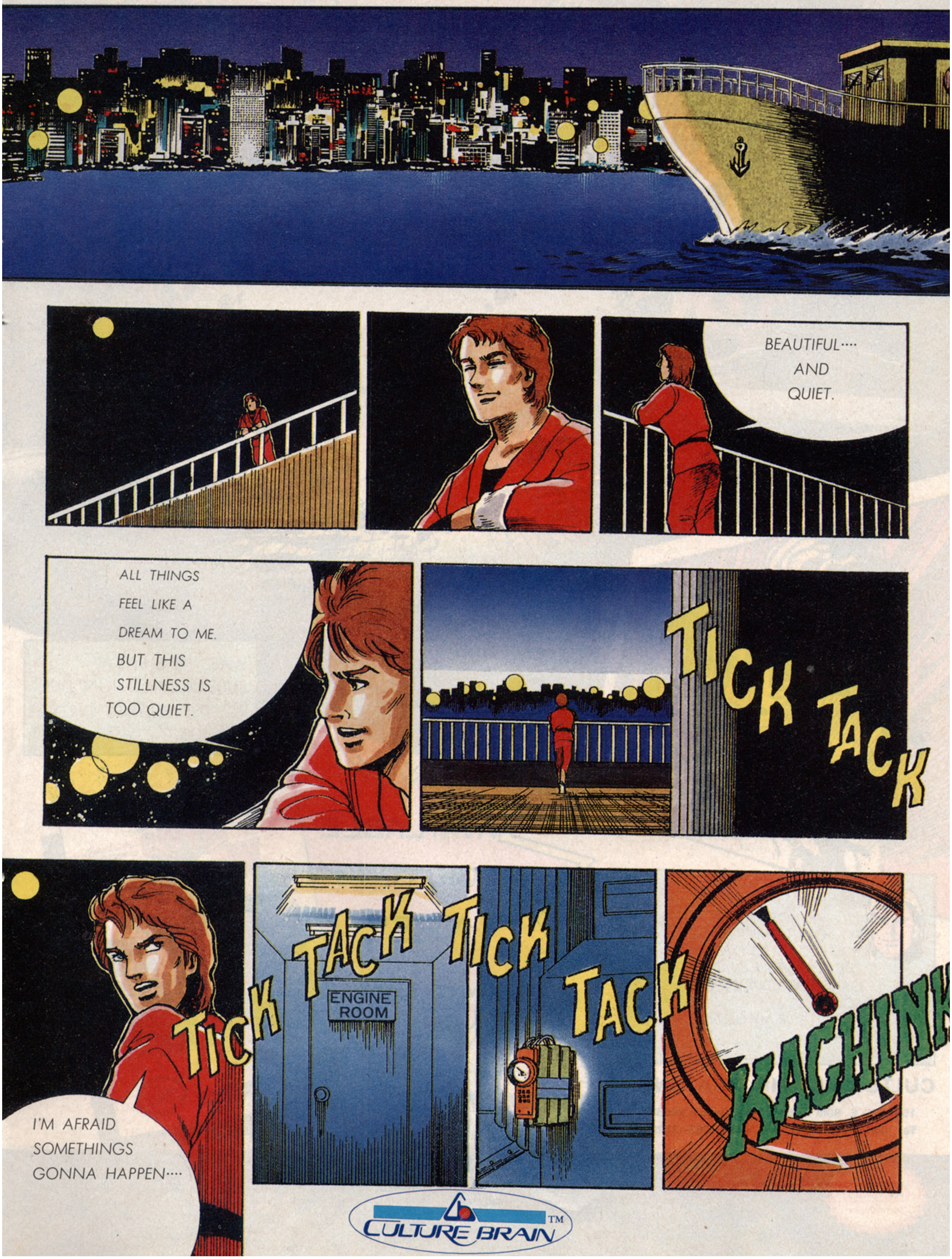
BEAUTIFUL.... AND QUIET.
ALL THINGS FEEL LIKE A DREAM TO ME. BUT THIS STILLNESS IS TOO QUIET.
TICK TACK
TICK TACK TICK TACK
ENGINE ROOM
KACHINK
I'M AFRAID SOMETHINGS GONNA HAPPEN....

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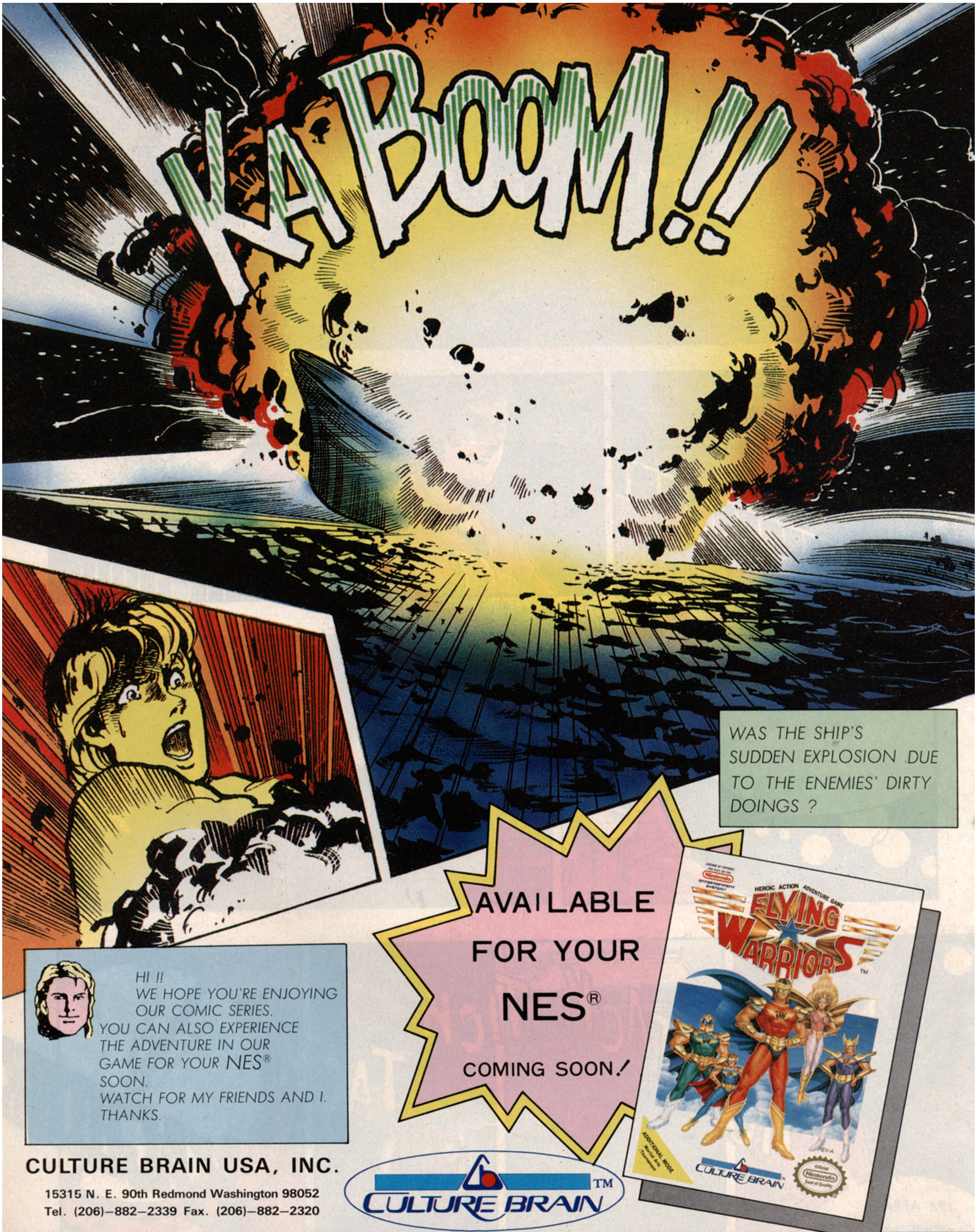
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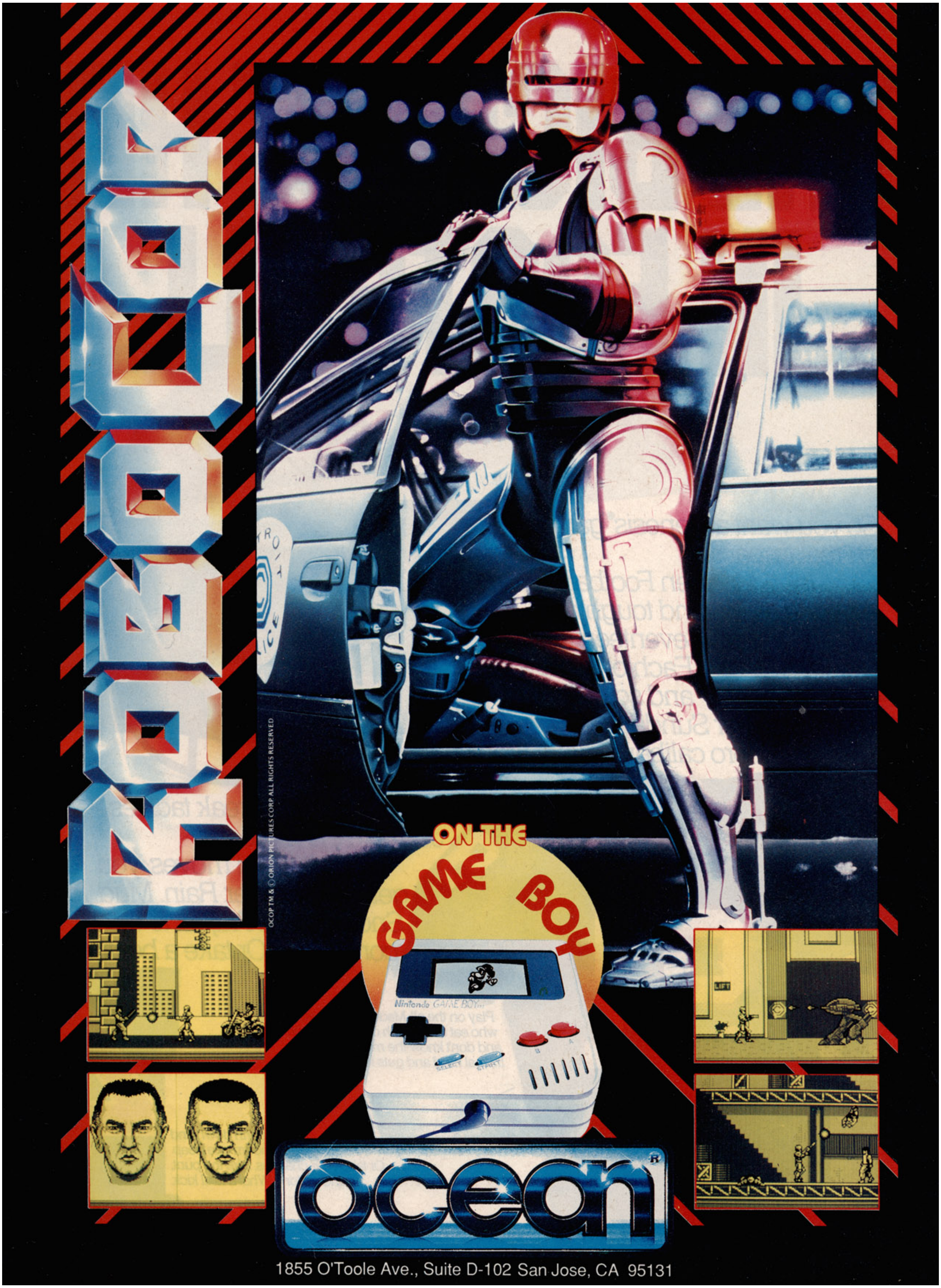
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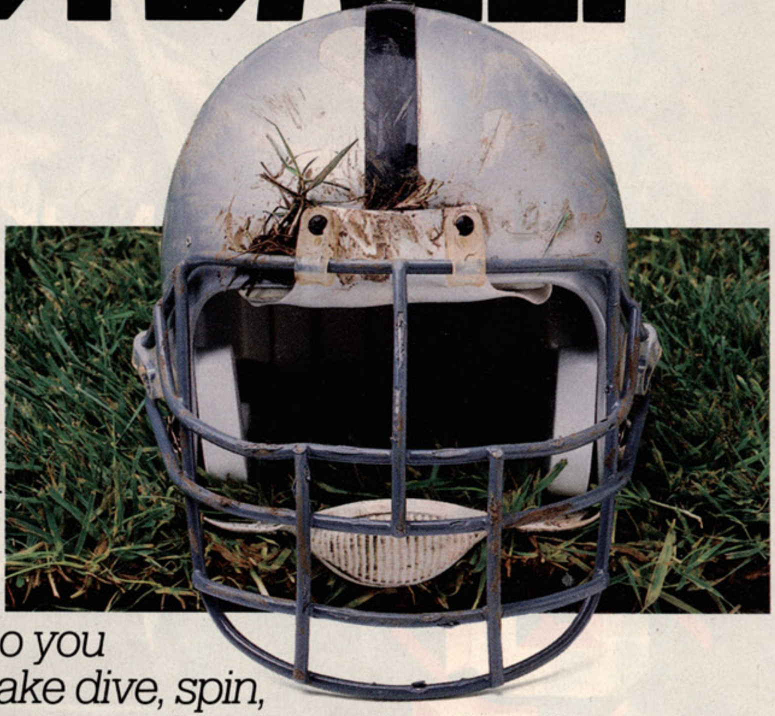

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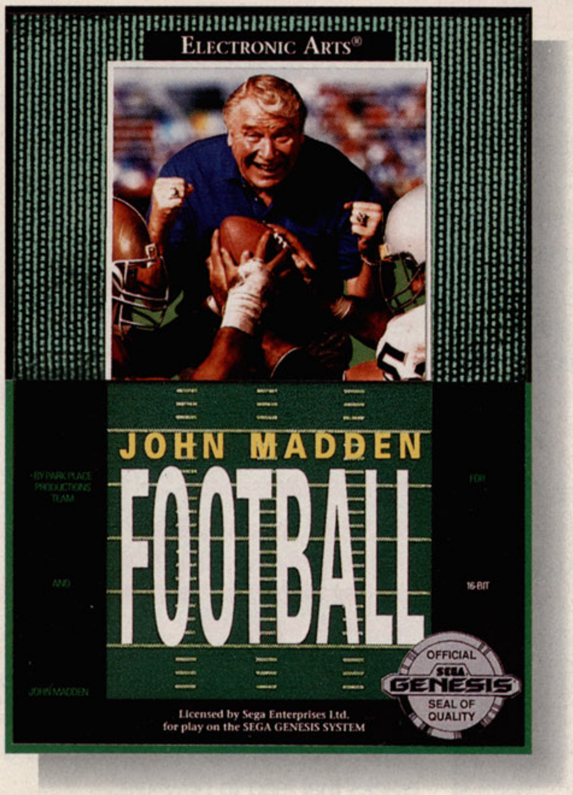
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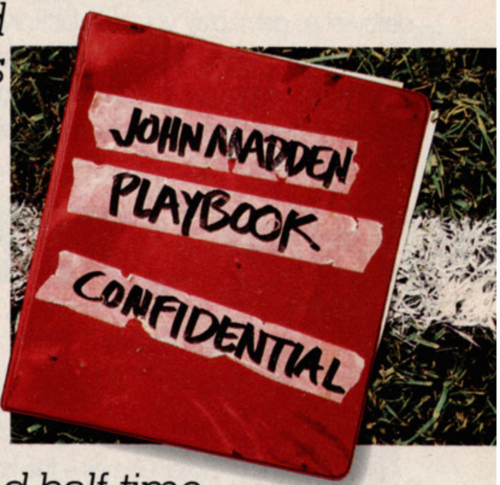
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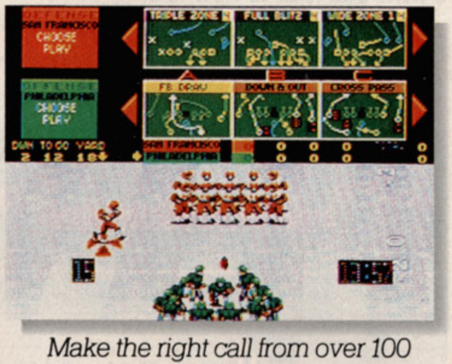
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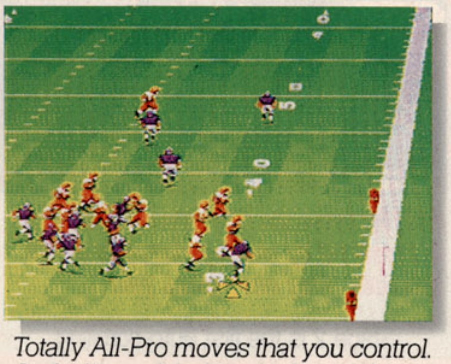

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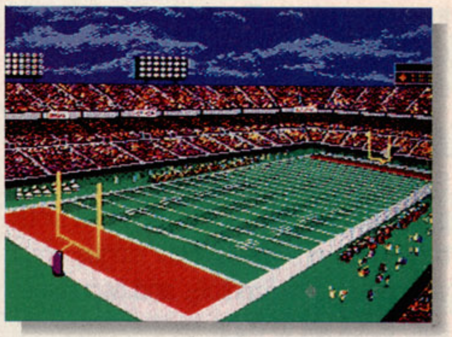
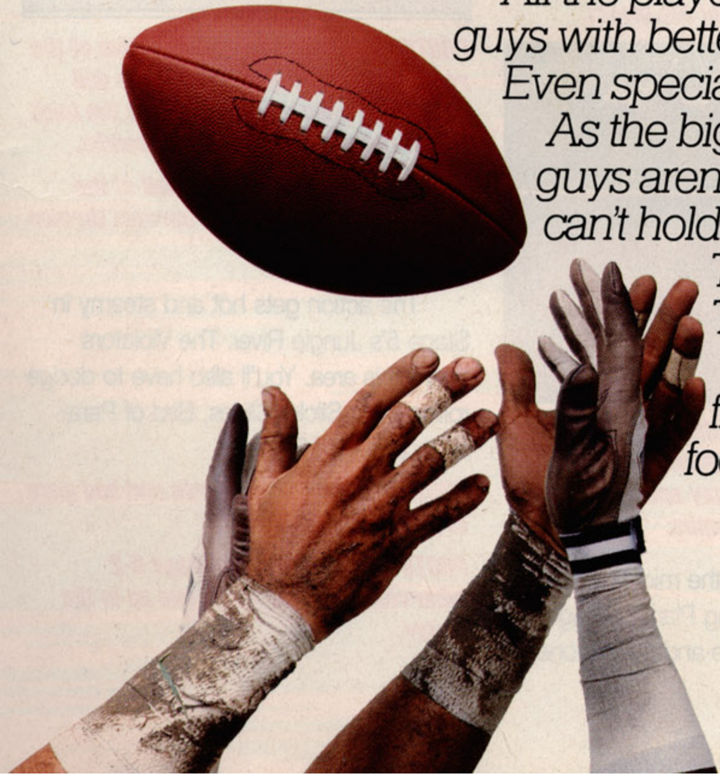


Now it can be Super Sunday any day of the week.



All the players have real attributes. You get guys with better hands. Guys who are faster. Even special short yardage units.

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Skates are hot right now, and whether you like your skate gaming arcade-style with lots of action, or you prefer roller derby-style gameplay you're in luck. Konami's Roller Games transports you to a futuristic skating adventure, and Jaleco's War on Wheels features authentic roller derby. Read on...

Roller Games

By Johnny Arcade

V.I.P.E.R., a vicious terrorist gang, has infiltrated Roller Games – the hottest sport around in the 21st century. These nasties have corrupted several Roller Games teams and abducted the commissioner. Things don't look good unless you and your team of red hot skaters can stop V.I.P.E.R.

Rules of the Game

Skate into the middle of non-stop, one player arcade-style action, sort of a Double Dragon on wheels! Four stages scroll vertically and horizontally, and two stages auto-scroll left to right.

You choose from three teams of skaters – the Thunderbirds, the Hot Flash, and the Rockers – each suited to beat a particular stage.

PROTIP: The star of the Hot Flash is Rolling Thunder. She can jump farther than any other skater. Ice Box, star of the Thunderbirds, packs some punch. The Rockers' California Kid has ability in between the other two.

You step into the skates of the star of each team. Each star skater can punch, jump, jump-kick, and use a special Patented Punishment Move.

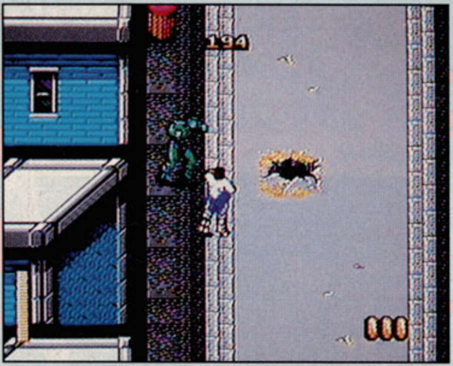
PROTIP: You can only use three special moves per area against middle or end bosses. Hit A and B simultaneously.

A skater's life bar is replenished at the end of each area. Begin with three lives and earn extras at 20,000, 50,000, and 80,000 points. The game features an endless continue option which puts you back at the beginning of the stage where you died.

To defeat each stage your skater has to skate hard and fast, and leap over, dodge, or destroy all obstacles – anything from oil spills and racing greyhounds to bad guys and gals from the three evil teams.

Skating the Stages

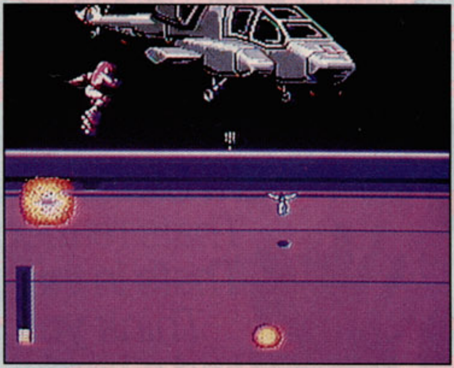
Here's a sneak peek at what lies ahead. In Stage 1, Downtown, skate through the mean city streets as you battle bad guys known as the Bad Attitude.



PROTIP: Avoid the Billy "Bomb" Barders in Stage 1-2 by skating alongside of the sidewalk. They can't touch you!

Stage 2 is the first auto-scrolling stage. Watch for barrels, bikers, bombs, and everything but the kitchen sink

PROTIP: In the laser field keep jumping and you'll avoid most of the blasts.



PROTIP: At the end of the Stage 2 there's a chopper that drops bombs. Stay to the back rail of the freeway and you'll just have to jump a few bombs.

You're smack in the middle of an Automobile Processing Plant in Stage 3. The Maniacs rule here and they're one mean mob. You'll have to dodge everything from oil slicks to wrecking balls.

PROTIP: Stage 3 requires lots of jumping. The Hot Flash is a good team here.

PROTIP: In Stage 3-2 time your jumps across platforms with pipes carefully to avoid torrents of sewage.

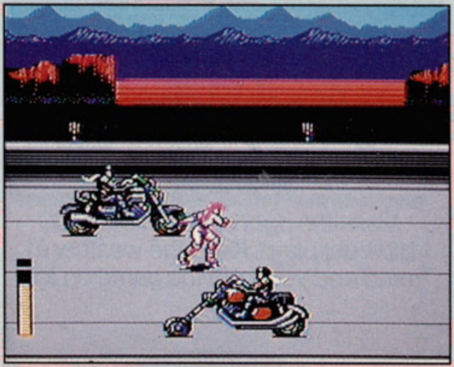
PROTIP: In Stage 3-2 and further on in the game be careful not to bounce off the walls and into oblivion.

PROTIP: Beat Stage 3-2's middle bosses by standing next to the door, grabbing them as they come out, and throwing them into the water.

PROTIP: At the end of Stage 3 first jump-kick the grey boss four times and then use your Patented Punishment Move on the purple boss.

Stage 4 is an auto-scrolling freeway scene. It's packed with Moon Doggies, Moto-Crushers, Birds of Parasites, and cracks that lead to nowhere.

PROTIP: When the roadway splits into two levels take the upper path. It's easier to jump than dodge rolling barrels.



PROTIP: Skate along the middle line of the road to avoid the Moto-Crushers and when they pass you dodge up to the back rail of the road to avoid their bombs.

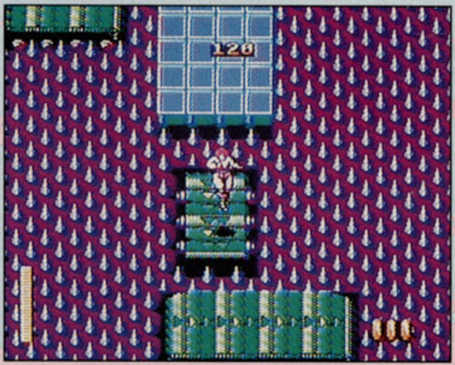
PROTIP: Stay in the bottom half of the screen while jumping the barrels thrown by the Muck Truck.

The action gets hot and steamy in Stage 5's Jungle River. The Violators guard this area. You'll also have to dodge rolling logs, Slicky Slides, Bird of Parasites, and Fish Faces.

PROTIP: Watch out for birds and bad guys to pop out of the bushes.

PROTIP: Skate along the Stage 5-2 wharves slowly or you'll end up in the water.

In Stage 6 you're inside V.I.P.E.R.'s pit. Leap conveyor belts to avoid venomous needle points. The final area features a climactic Double-Dragon style battle with the big boss.

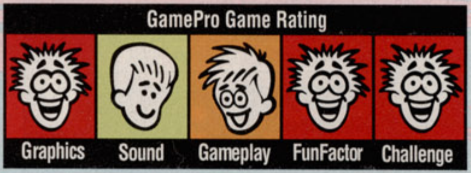


PROTIP: In Stage 6-2 the Hot Flash is best at jumping the tricky conveyor belts.

Get Rolling

If you loved Contra, Super-C, Double Dragon, and Teenage Mutant Ninja Turtles: the Arcade Game, then Roller Games fits your style. Fast and furious arcade action, combined with state-of-the-art "Ultra" graphics, make this a cart for action/adventure fans everywhere.

Roller Games by Ultra ($44.95 – Available Now).



War on Wheels

VIDEO POWER

By Johnny Arcade

Slammin', jammin', bone-bruising tackles. An elbow in the eye and a knee to the, well, er.... midsection. If you think this sounds like big-time video wrestling, you're wrong. It's War on Wheels, the first NES cart to feature tough 360° vertically and horizontally scrolling roller derby skating, complete with brawling players and garbage-tossing fans. One Player takes on the computer. Two Players go head-to-head in simultaneous skating action. A password

EXPRESS LANE

feature helps you tackle a 35-game season in a quest to make the playoffs and the championship.

Come Out Fighting

If you're a fan of roller derby as you've seen it on T.V. then you're probably familiar with the rules – or lack of rules – that makes it the unique sport that it is. For the uninitiated here's a little rundown.

First off, pick your favorite team from a field of eight, such as the Los Angeles Illegals and the New York Nasties. Your squad consists of eight men and eight women skaters.

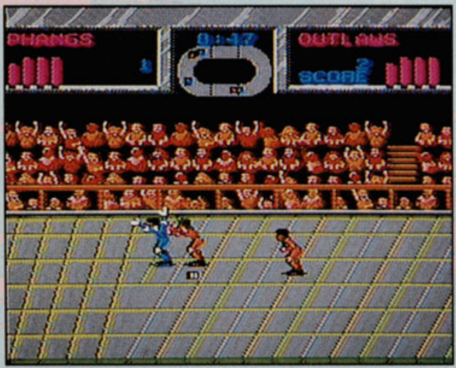
PROTIP: The computer is tough and doesn't make a lot of mistakes.

Team Work

Each of your players has a hefty repertoire of dirty tricks and nasty moves that would put Hulk Hogan to shame. Besides skating forwards and backwards, your player can also punch, block, kick, and deliver a nasty eye gouge.

PROTIP: Making the different moves requires several combinations of button-presses. Use a controller with an easy-to-reach Select button or you'll get all tangled up.

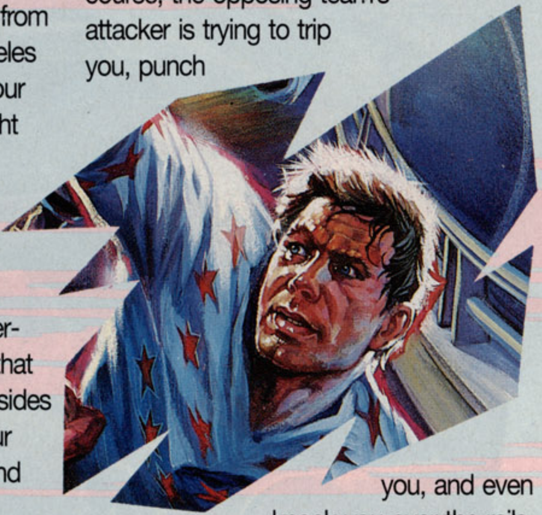
Once your four players hit the oval-track, the action is non-stop. You control one of your four team members, the attacker, and the computer controls the remaining three, the jammers. At the horn your attacker and the opposing team's attacker take off. Whoever's attacker passes an opposing jammer first becomes the scoring team for that round.

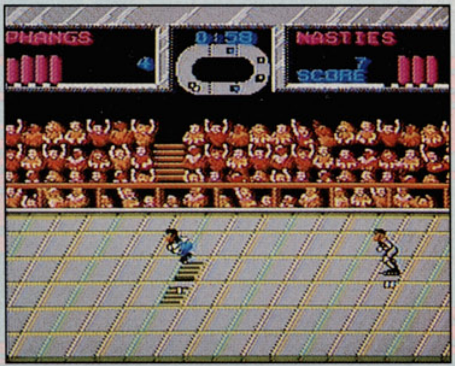


PROTIP: Use every dirty trick to become the scoring team, especially when you're playing the computer.

There are three periods in a game, a total of nine rounds. Once an attacker passes a jammer the clock starts to tick off one minute and thirty seconds. A team scores a point each time its attacker passes one of the other team's jammers. The round ends when the clock runs out or a team scores four points.

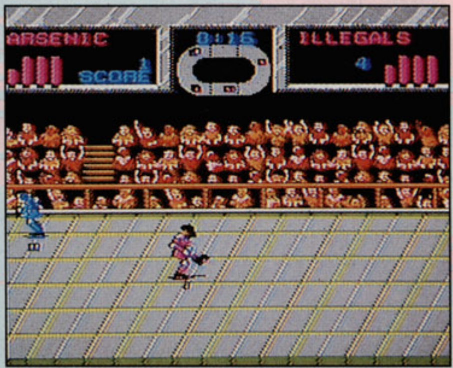
If you're the scoring team, you go all out to pass jammers, knocking down any opponents who get in your way. Of course, the opposing team's attacker is trying to trip you, punch you, and even knock you over the rails.





PROTIP: In higher rounds of each game the track is packed with grates and holes. Jump continuously.

PROTIP: The best delay tactic is to grab the other attacker and swing him for 4-5 seconds.



PROTIP: When the opposition becomes the scoring team, do anything it takes to slow down the attacker. Try to skate ahead of him and then turn around and skate backwards as you punch, trip, or block him. If he gets ahead of you, it's hard to catch up again.

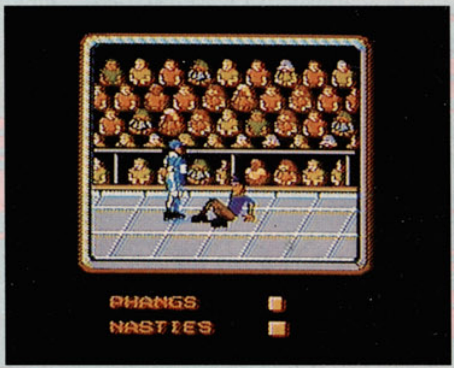
PROTIP: Any player whose energy level goes to zero just lies on the track until the end of the round. This is great for the scoring team (the player is easy to pass).

Fanatic Fans

Both teams are ready to brawl with the slightest provocation. If an attacker gets thrown into the rails, the action switches to a close-up view and both skaters start gouging and mauling each other.

PROTIP: The losing skater must be replaced by one of the jammers. If the jammer is far behind, the attacker can skate unopposed.

Rabid fans are also eager to get in on the action. They'll yell unsavory comments and toss garbage onto the track to trip up your skaters.

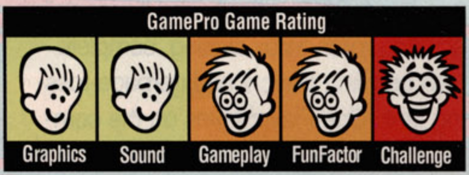


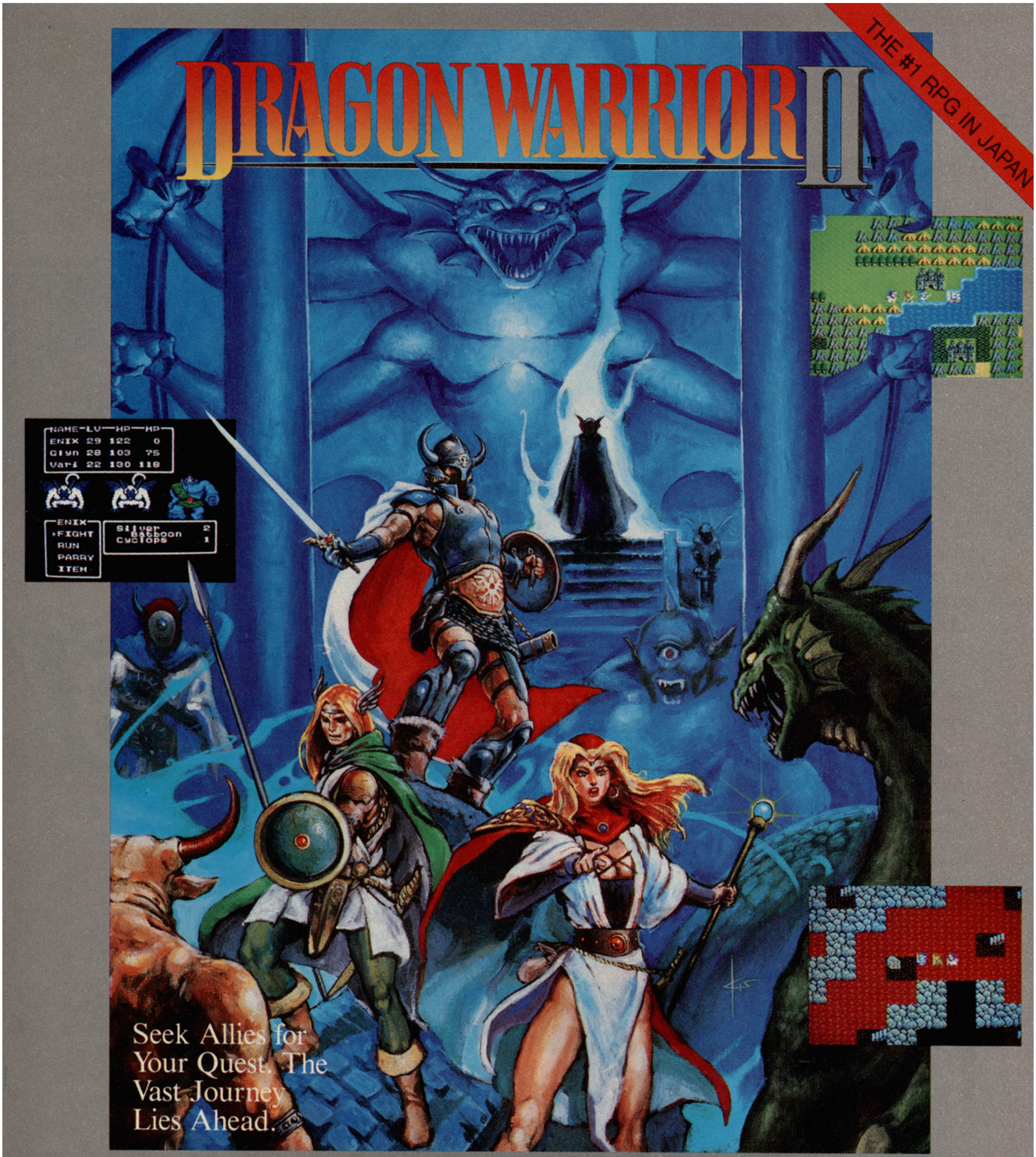
PROTIP: If your skater can beat up a fan, they stop throwing garbage.

Wild Wheels

War on Wheels shines as a two-player title. Against the computer, well, you'd better be good. Of course, with practice anything is possible! The graphics are average, but original gameplay and the fact that it's the very first cart based on authentic roller derby make it a good choice for derby fans and sports fans alike.

War on Wheels by Jaleco ($44.95 – 1st Quarter '91).

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SKI or DIE!

By Slasher Quan

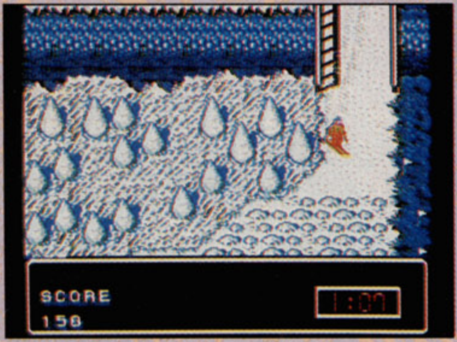
Remember the last time you knocked heads with Bionic Lester? He's the skater who left you with a concussion and a fear of "boppers" in Skate or Die's Pool Joust. Now, Lester's dropped a new challenge into your mailbox: Ski or Die. What kind of idiot would accept an invitation like that? You.

Get Chillin'

Ultra's Ski or Die is a snowbound copycat of Skate or Die, just swap the skateboards for a snowboard, skis, and an inner tube. Like Skate or Die, one to six players vie for victory in any or all of five events – the Acro Aerials, the Snowboard Half Pipe, the Inner Tube Thrash, the Snowball Blast, and the Downhill Blitz.

Kiss the Sky

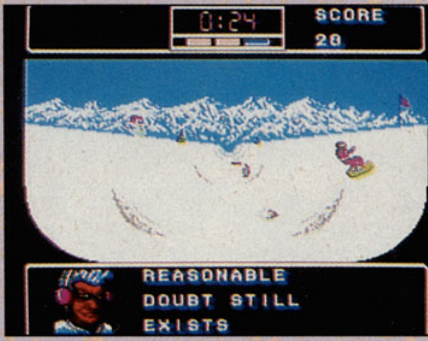
There are two parts to the Acro Aerials event. First, build up as much speed as humanly possible on the ramp, then try to perform a dazzling assortment of mid-air tricks such as the Spread-Eagle and the Back-Scratch. Make a safe landing and you're sure to pull in high marks from the judges.



PROTIP: The Acro Aerials is a great place to use a joystick equipped with rapid fire.

Slip Slidin' Away

In the Snowboard Half Pipe, a variation on Skate or Die's Freestyle, you speed through a snow-filled channel where you have to jack up your velocity and pull as many cool moves as possible. But watch out for the Chainsaw Totin' Bunnies obstructing your path.



REASONABLE DOUBT STILL EXISTS

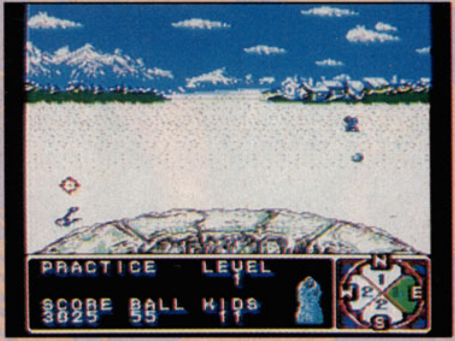
Half-pipe snowboard style.

Totally Tubular

The only two-player simultaneous event, the Inner Tube Thrash, has two objectives: 1) Beat your opponent to the finish line; 2) Grab a Fork, a Lawn Dart, or a Pocket Knife to flatten his hopes early and often.

Here's Snow In Your Eye

The Snowball Blast sounds like every kid's secret fantasy: hit dozens of brats smack in the face with well packed snowballs. Actually, it's just another aim-and-fire shoot-out with the usual assortment of enemies, bonus items, and special targets.

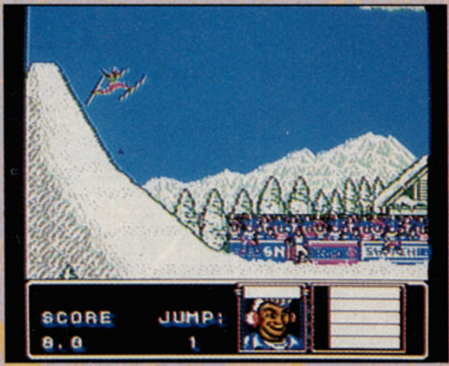


PROTIP: Snag the Shovel at all costs. You get extra time, which is vital for clearing the level.

Slope's Up!

Take an ordinary looking mountain, plaster it with twisted trails, throw in a broken bridge for good measure, and you've got the Downhill Blitz. To capture this event you must zoom to the finish line in minimal time, catching air along the way every chance you get.

PROTIP: Avoid crashing. The seconds you save translate into bonus points at the end of the race.



PROTIP: In the Blitz, the longer you hold down A, the farther you jump. Watch the skier's shadow to determine where you'll land.

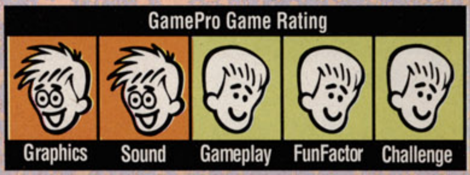
Skate or Ski?

And now for the freezing question: Is all this fun in the Winter Wonderland worth the price of admission? If you've already played Skate or Die, the answer is probably no. But if you want a fairly fun group game, the answer is yes.

All of the events except for the Snowball Blast are near-duplicates of contests from Skate or Die. Some are slightly improved, like the Acro Aerials which features more involved scoring than the High Jump. The Inner Tube Thrash, on the other hand, is less challenging than the Downhill Jam because it has fewer obstacles. Finally, the Snowball Blast is a lame idea that isn't nearly as gripping as the Pool Joust.

I came, I saw, I skied, I lived (sort of).

Ski or Die by Ultra Game ($44.95 – Available 1st Quarter '91).



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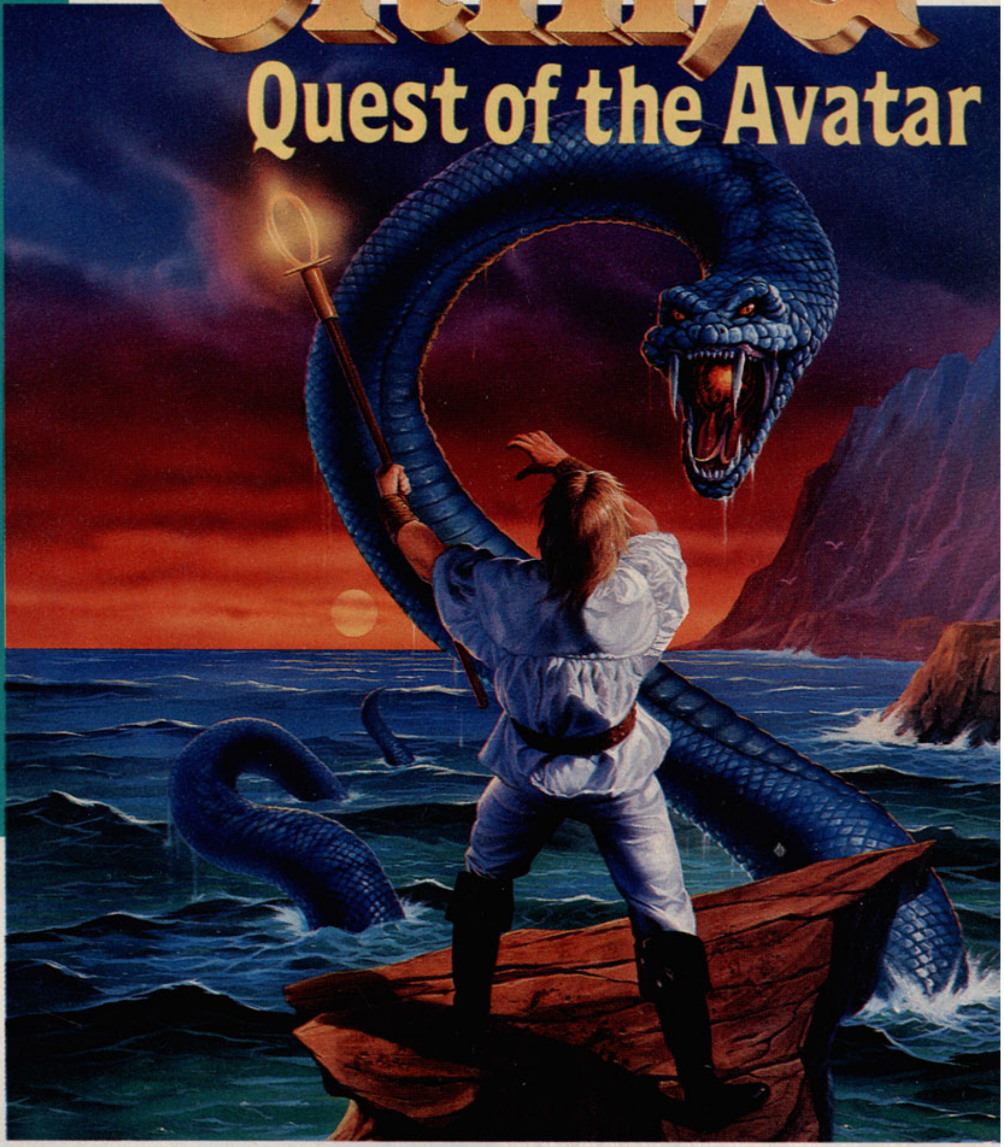
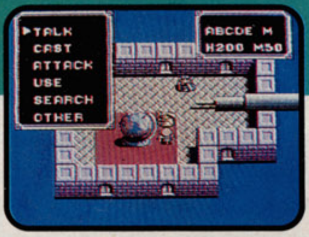


PUNKY, thy valor is worthy in mine eyes.



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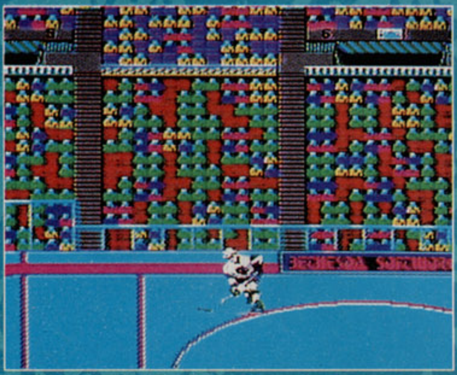
WAYNE GRETZKY HOCKEY

By Brother Buzz

Wayne Gretsky is one of the coolest hockey players on ice, and now he's going to slap an NES cart your way. THQ's Wayne Gretsky Hockey is the NES version of the popular personal computer game of the same name. Actually, the Great One only shows up on the box art and on the roster of the Los Angeles team, but you do get hockey action based on pro hockey strategy and 10 National Hockey League teams with actual team rosters.

You can play against the computer or a friend. Additionally you and a friend can join the same team versus the computer. There are practice, normal, and play-off games. However, "play-offs" doesn't mean "tournament." It's just a regular three period game with a sudden death, overtime tie-breaker. Other game options include four time periods up to 20 minutes long and three speeds.



Say "hi" and "good-bye" to the Great One.

Graphics on Ice

Don't expect the glitzy look of Blades of Steel. The graphics here are just average. You get an overhead view of the horizontally scrolling action, but even though you don't see the entire rink all at once, the game's easy to follow.

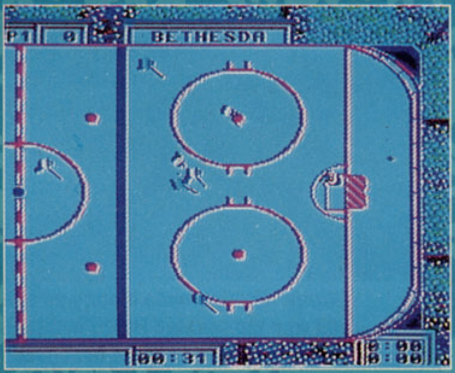
Old-time Hockey

You have to play this cart to appreciate it. The onscreen action is fast and smooth. After a while your players seem to glide across the ice.

PROTIP: You're a fast skater, but you must use angles to intercept opposing players, not speed.

Now, Blades features fun, arcade style hockey, but Wayne Gretsky's requires you to really dive into the sport. If you don't understand the relevance of the Blue lines or the Neutral Zone, you'll get called for Offsides and Icing more times than you can shake a hockey stick at. But even if you've never checked out hockey before, the documentation provides enough detail for you to follow any NHL match from now on.

Teamwork is essential. Even though you can switch control to any player any time, don't try to do everything yourself.



Pro hockey action!

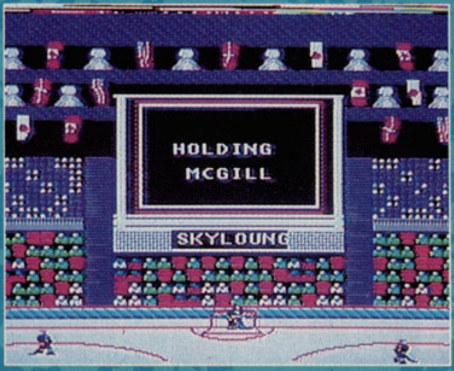
Your computer teammates are no slouches. They set up passes for you, play defense, and score, too!

PROTIP: Hit B to call for a pass, but catching it isn't automatic. You have to be open and you have to go get it.

PROTIP: You'll score more frequently if you shoot for the corner of the goal rather than dead on.

Do the Crime, Do the Time

Unlike some hockey carts, Wayne Gretsky Hockey, to its credit, doesn't glorify fighting by forcing you to throw punches.



Into the penalty box!

Charging, tripping, high sticking, hooking, slashing, and spearing are other true-to-life penalties that dump you into the penalty box. Also, penalty calls go both ways when you play the computer.

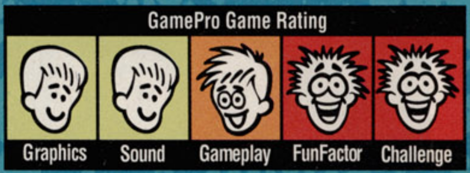
PROTIP: If you tap A gently when you check an opposing player, you can sometimes cream him without drawing a penalty.

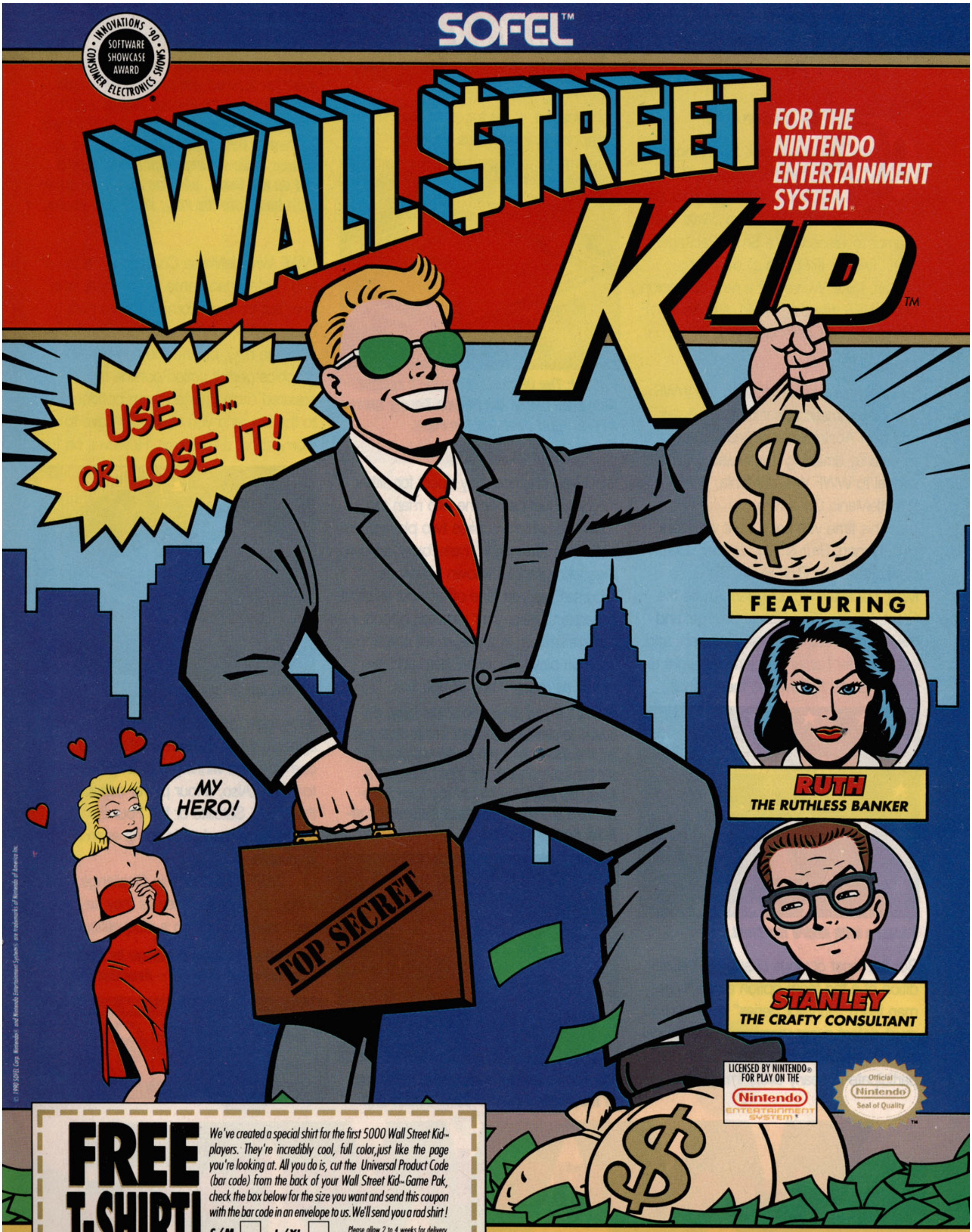
Nice Hockey

Gretsky's features realistic hockey, but it lacks a few niceties. A multi-team tournament feature would bump up the overall challenge, and it's a shame you can't substitute players to recreate your favorite hockey lines.

If you're a Blades of Steel fan consider Wayne Gretsky's a step up into the actual sport of hockey. If you're a bonafide hockey nut, this could be the cart for you.

Wayne Gretsky Hockey by THQ (Price not available – Available Spring '91).

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WWF Wrestlemania Challenge

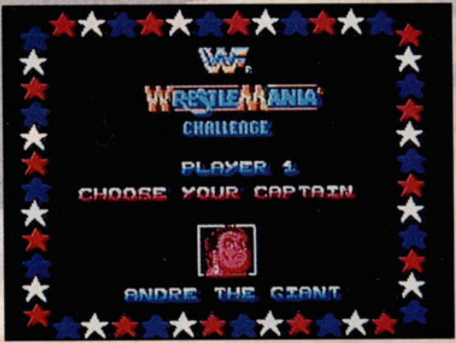
By Slasher Quan

Dropkick! Hulk Hogan has the Ultimate Warrior woozy. He's going for the cover. One...Two...Wait! The Warrior reverses with a Small Package. One...Two...THREE! It's all over for Hogan, folks! We've got a new champion of the NES wrestling world, and it's WWF WrestleMania Challenge... or is it?

Ready to Rumble

The Ultimate Warrior stunned the WWF with his dramatic upset of the Hulkster, and now Acclaim has pulled a surprise of its own by unveiling a new and improved sequel to WWF WrestleMania, WWF WrestleMania Challenge.

This time you have eight wrestlers – Hulk Hogan, Brutus "The Barber" Beefcake, Ravishing Rick Rude, Big Boss Man, Hacksaw Jim Duggan, Andre the Giant, Macho King Randy Savage, and the Ultimate Warrior – instead of six, and each mauler has an extra move (eight total compared to seven in the original).



WWF WRESTLEMANIA CHALLENGE

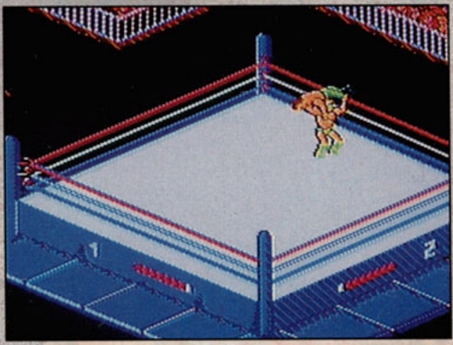
PLAYER 1

CHOOSE YOUR CAPTAIN

ANDRE THE GIANT

Team up with Andre the Giant.

But the most obvious change is the addition of a tag team option and a three-man team "Survivor Series" in which you must defeat every member of the opposing team. Now, one or two players can participate in nearly every imaginable combination, either together against the computer or in a versus mode.

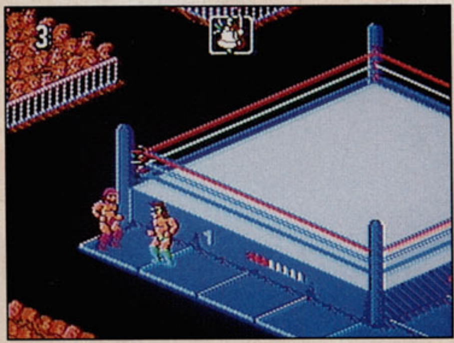


PROTIP: The Ultimate Warrior's special Bodyslam called the Power Throw tosses a rival right over the top rope.

Go for the Glory

Would-be champs may quest for either the individual belt or the two man tag team title (which requires two players). In both tournaments, you are forced to use a generic grappler known simply as "Yourself" as you face off against all eight superstars. Also, your rematch opportunities are limited. In a one event challenge, you can play your WWF hero and rematch as many times as you like.

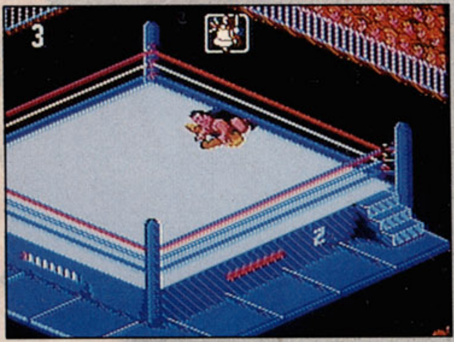
PROTIP: If you jump out of the ring, the count to reenter doesn't begin until you hit the floor, so jump as far as possible off the cornerpost for good hang time. Also, try climbing any of the four turnbuckles to reset the clock before the official counts you out.



PROTIP: To win by a countout, climb one of the neutral corner turnbuckles and press B to jump out of the arena. When your foe follows you to the floor, scale the cornerpost a second time to reset the timer. At this point your count should be two to three seconds behind your opponent's. Now, jump back down, slug it out on the floor, and don't let your opponent back into the ring; victory is yours.

Big Splash Or Wipeout?

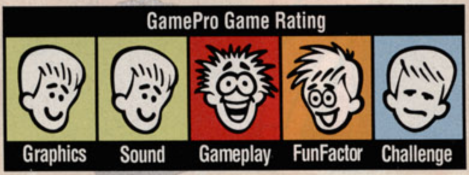
WWF WrestleMania Challenge is a Jekyll and Hyde video game if ever there was one, but it's a welcome improvement over WWF WrestleMania. On the plus side, the new, behind-the-ring scrolling graphics permit action outside the squared circle, the tag team options add to the fun, and you no longer have to worry about a time limit. However, on the down side, one of the stamina bars disappears when the screen shifts too far to one side and winning a championship is too easy. Also, a four player capability via the N.E.S. Satellite or the Four Score would have made this game even more enjoyable.



Pin him for the count.

WWF WrestleMania Challenge wins a bout but not the title. As they say, you can't take the belt on a disqualification.

WWF WrestleMania Challenge by Acclaim Entertainment ($44.95 – Available Now).



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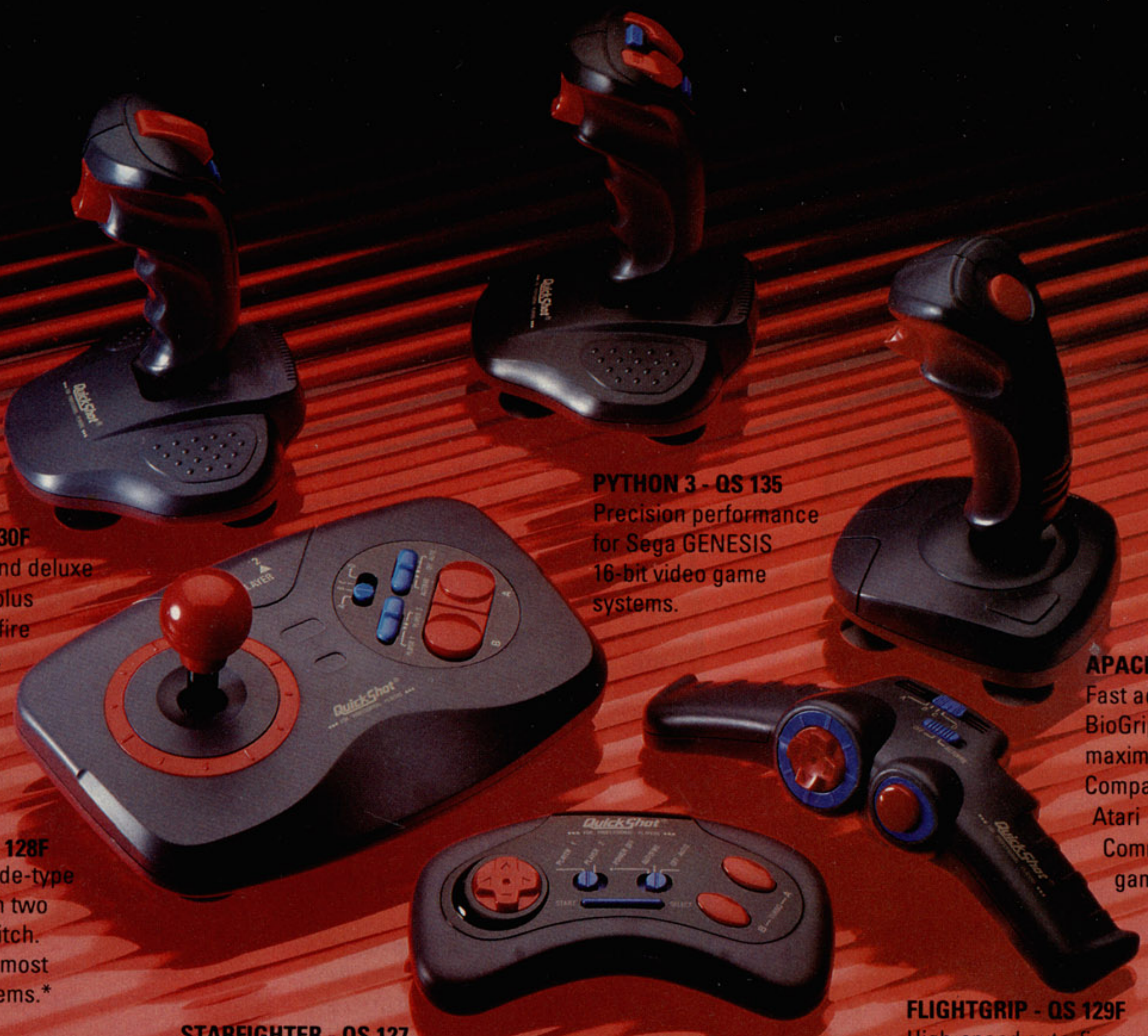

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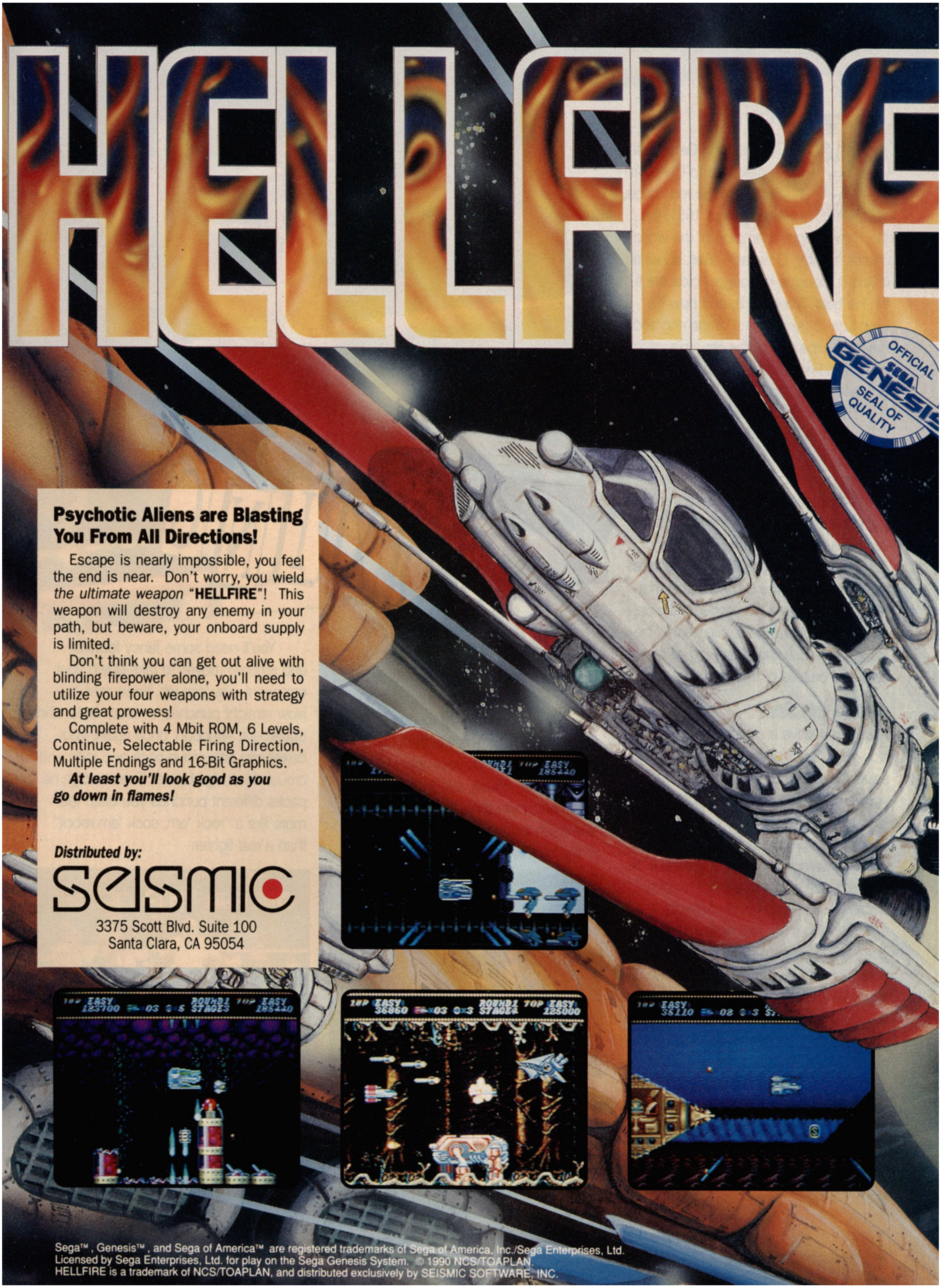

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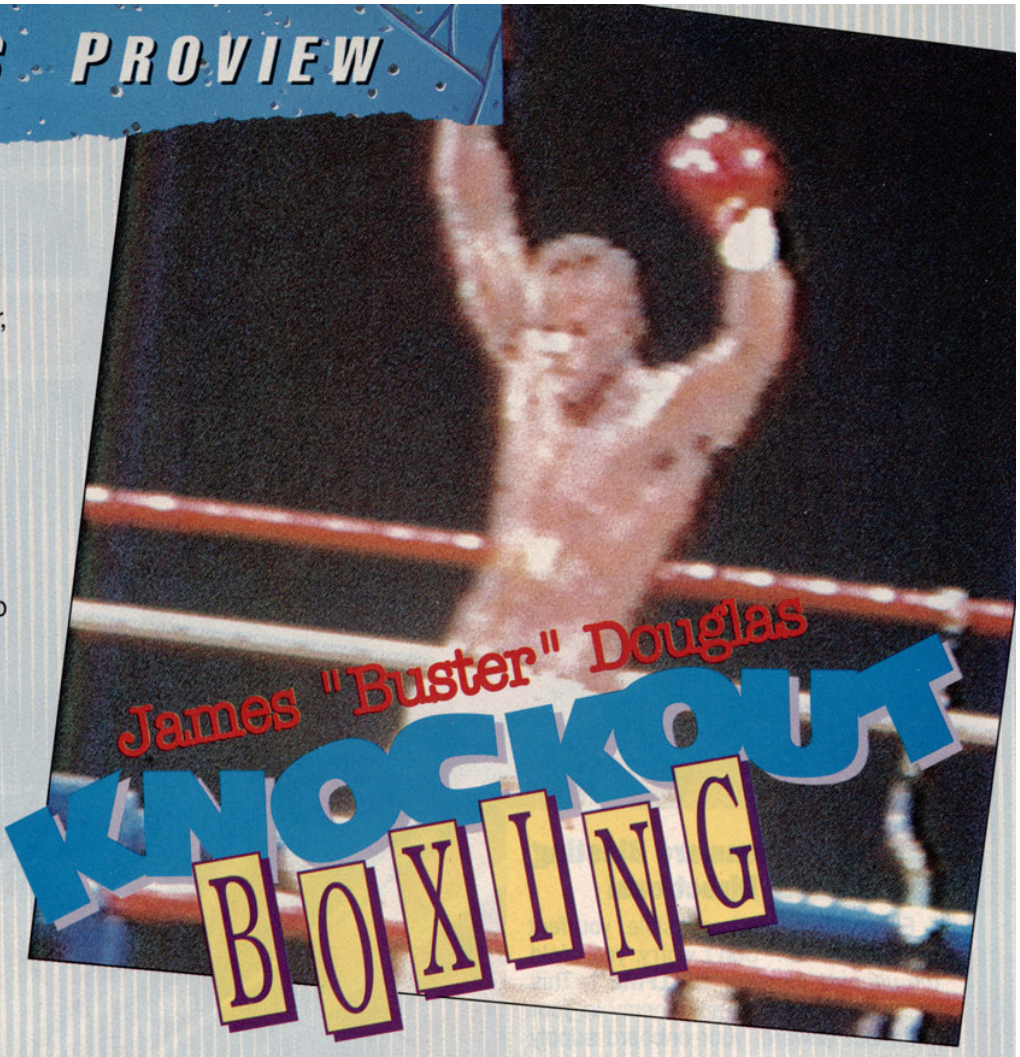


James "Buster" Douglas KNOCKOUT BOXING

By Chip Lang

"Ladies and Gentlemen – Welcome to Caesar's Palace! In the red corner, weighing in at 195½ lbs., the heavyweight champion of the world, James 'Buster' Douglas!" Well, so what if Buster Douglas no longer holds the title. He beat Tyson once, and now it's your turn to take control of the ring and determine the fate of the champ's prize belt. Who knows, maybe you'll even help Buster win his title back.

This first boxing cart for the Sega Genesis puts you in the ring as Buster Douglas or one of four other up-and-coming boxers out to claim the title. If you're an arcade fan you'll discover that more than just Buster's face looks familiar in this cart. Based on Final Blow of coin-op fame, Knockout Boxing features the same toe-to-toe boxing action that made Final Blow a contender in the arcades. You get all the excitement of being in the ring, without packing all the cuts and bruises of the real thing!

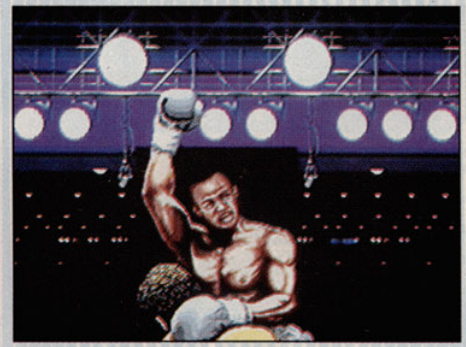
A Ringside Seat

Your perspective on the action is from a side-view ringside seat. The boxers themselves are some of the largest characters you've ever seen on a video screen – unfortunately bigger is not always better. Your boxers are big but they can only move forward and backward in a line. A little less size and a little more mobility would have been a good trade off.

Climb into the ring against the computer or go head-to-head against one of your friends. The computer has three difficulty levels, so you can practice your moves against easy opponents before you take on the really mean boxers. The game is best as a two player contest; the arcade-style fighting makes for knockout action. If you don't feel like getting pummeled you can always take a ringside seat. Just select Spectator Mode, grab your favorite refreshments, sit back, and enjoy the bout.

The Blow by Blow

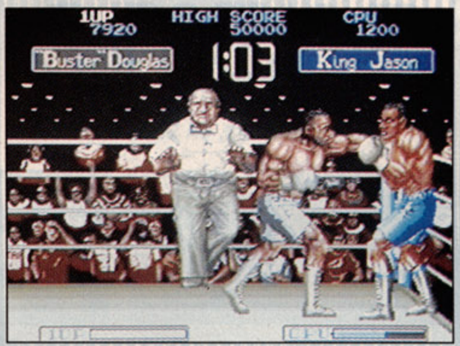
Once your bout begins it follows standard boxing guidelines. Each round is 1:30 long. Pick the number of rounds (1-12) you want to fight. You win the bout by scoring a KO (knock your opponent to the mat for a ten count), a TKO (knock your opponent down three times), or a Decision (both challengers survive to the end of the bout and the ref picks the victor).



Victory is yours!

Both you and your opponent have a damage bar. When either of you connects it saps energy from the other's bar. The damage bar increases if you dodge blows. If the meter reaches zero, you're in danger of getting knocked out.

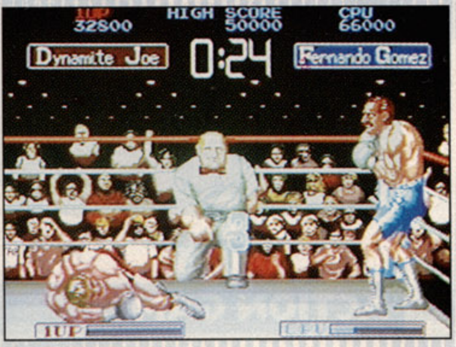
You'll need some fancy footwork and smooth moves to take down your opponent. You can jab, throw fast or slow straight punches, or toss hooks and uppercuts. Although, once again, your boxer can only move back and forth and crouch to dodge blows. Even though he packs different punches you often feel more like a "rock 'em, sock 'em robot" than a real fighter.



PROTIP: A good boxing strategy is to lead with a bunch of jabs to the face. When you find that they're connecting and driving your opponent back, go with the straight punch. Drive him to the ropes and beat him there!

Come out swinging when the bell rings. On offense choose your punches wisely. One misplaced shot can leave you wide open for a knockout punch from your opponent. Use the high jab to keep your opponent off guard and set him up for your devastating right punch. He may block it a few times, but if you keep at him one will surely land.

You've also got your knockout punch. This is delivered a lot slower than your other punches but if you land it, it's bedtime for your opponent. You can throw this punch high or low and from both sides, but use it wisely. It takes a long time to deliver, and it can leave you wide open for a counter punch if you don't connect.

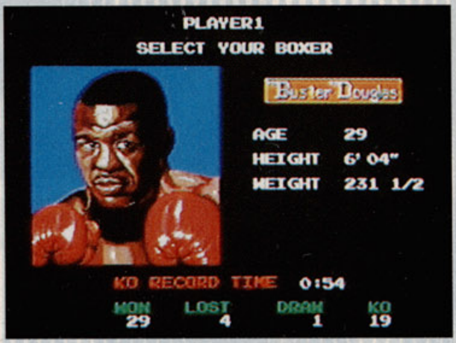

1UP 32800
HIGH SCORE 50000
CPU 66000
Dynamite Joe
0:24
Fernando Gomez
1UP
CPU

PROTIP: Knockout punches are a sure thing in the championship rounds. If you score you'll knock your opponent down with one or two punches. They're less effective in the challenge rounds.

A good defense is also key. You've got to raise and lower your guard according to your opponent's style. Remember, a tough shot to the gut can take just as much out of you as a blow to the face. If you're low on energy, jump back and take a break. You can even move into the "bear hug" position with your opponent so that you're too close for either of you to land a punch – a great way to take a breather.

A Tough Lineup of Challengers

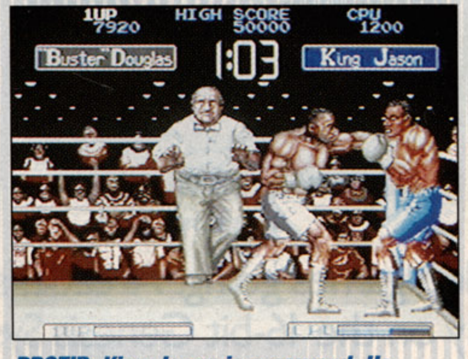
Choose your favorite boxer from a list of five really mean characters. Once you make your choice you face a bout with each of the other boxers. Defeat all four and you're the champ. But the fighting doesn't stop there. Once you're the champ the other four boxers will challenge you once again to try and take your title away.


PLAYER1
SELECT YOUR BOXER
Buster Douglas
AGE 29
HEIGHT 6' 04"
WEIGHT 231 1/2
KO RECORD TIME 0:54
WON 29
LOST 4
DRAW 1
KO 19

Check out the stats on Buster.

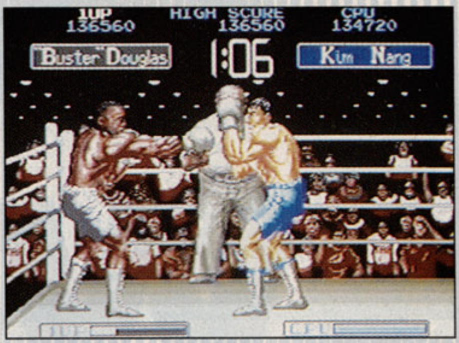
Each boxer has definite fighting styles, weaknesses, and strengths. The biggest, but not necessarily the baddest, is Buster. At age 29 he's still in his boxing prime, and he's tough to knock down. Keep a strong lookout for his crossing knockout blow – it'll really knock you off your feet.

Next on the lineup is Dynamite Joe. He's a tough competitor and quick on his feet. The veteran of the lineup is Fernando Gomez. He doesn't have the bulk of the first two, but his experience gives him confidence to throw his punches. If you're looking for someone with some bulk to throw around, take a look at King Jason. He's the fastest one in the crowd – always dancing and moving around the ring.


1UP 7920
HIGH SCORE 50000
CPU 1200
Buster Douglas
1:03
King Jason

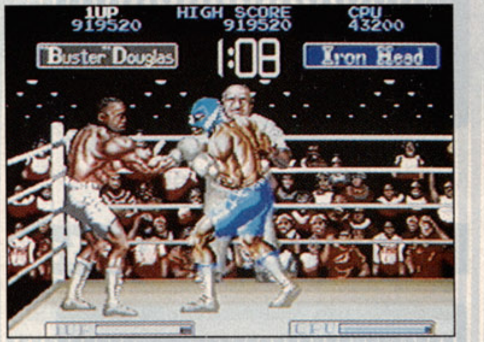
PROTIP: King Jason is a coward. He moves a lot but mostly towards his corner. With a couple of big punches you can drive him into the ropes and finish him there – be aggressive.

Last, but certainly not least, comes Kim Nang. He's by far the feistiest boxer in the group. He'll come right up to your face and punch your lights out if you're not careful.


1UP 136560
HIGH SCORE 136560
CPU 134720
Buster Douglas
1:06
Kim Nang

PROTIP: Kim Nang is really nasty. He's the most aggressive fighter out there. When you're fighting Kim make sure you keep him away from you by using quick jabs – keep him an arm's distance away from you at all times.

If you succeed in besting all four boxers and surviving their second assault at your title, you face the toughest bout of all – Iron Head.

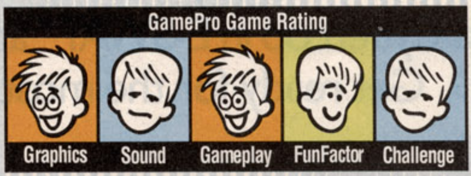

1UP 919520
HIGH SCORE 919520
CPU 43200
Buster Douglas
1:08
Iron Head

PROTIP: Iron head is tough, but he can be beaten. Use your defensive moves against him – his punches really hurt. It's very hard to hurt him since he regenerates his health quickly. Use big punches when you can – it's about all that works. Keep him away from your face with quick jabs followed by straight punches.

A Split Decision

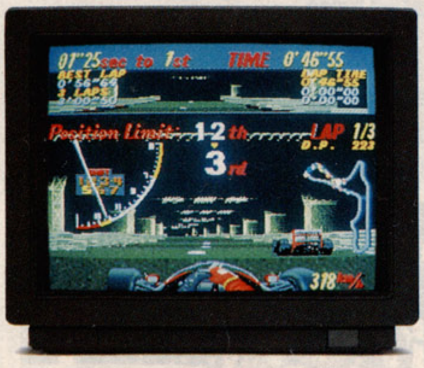
James "Buster" Douglas Knock-Out Boxing may not be the strongest contender to ever climb into the Genesis ring, but the arcade-style action packs it with enough punch to satisfy Genesis fans hungry for some sparring. And, hey, they just called it "Knockout" Boxing – they didn't say who got knocked out!

James "Buster" Douglas Knock-Out Boxing by Sega of America (Price not available – Available Now, 4 megs).

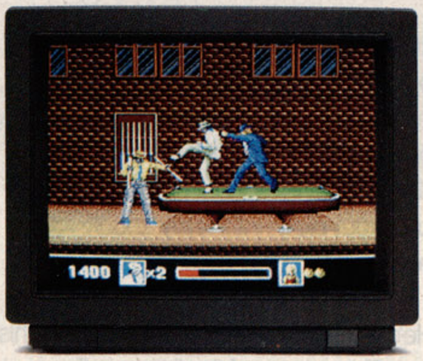

GamePro Game Rating
Graphics
Sound
Gameplay
FunFactor
Challenge

GENESI
WHAT NIN

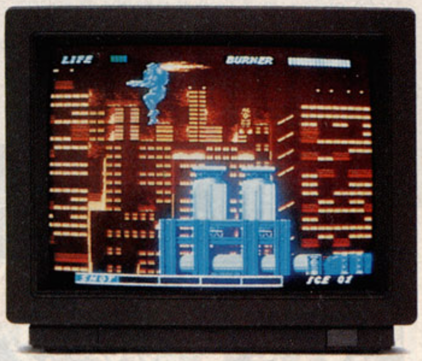
ARCADE GAMES:



Super Monaco GP™

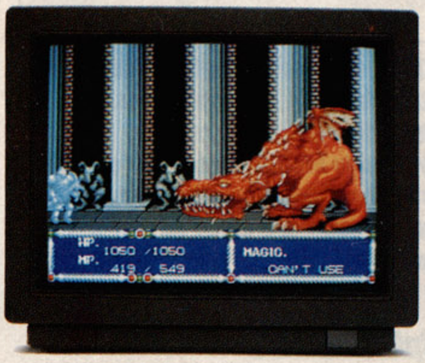


Michael Jackson's Moonwalker™



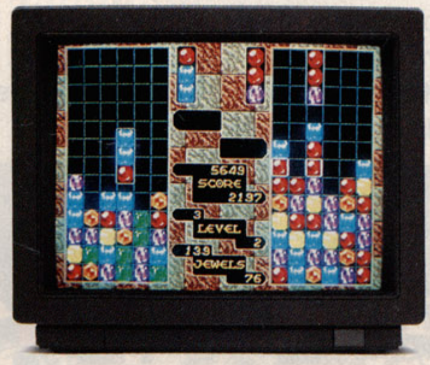
E-SWAT™

ADVENTURE GAMES:



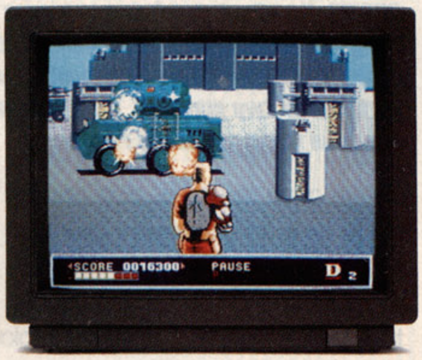
The Sword of Vermilion™

STRATEGY GAMES:



Columns™

ACTION GAMES:



Dynamite Duke™

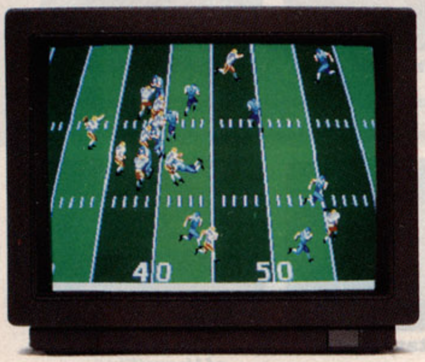
Get the hottest new video games going. Arcade, sports, adventure, strategy and action hits available only on the 16-bit Genesis System by Sega.™

Today's latest blockbuster arcade hits like Super Monaco GP.™ Climb into the cockpit of the world's fastest Grand Prix machines as you race wheel to wheel through the streets at over two-hundred miles per hour. Or take on the evil villain Mr. Big in Michael Jackson's Moonwalker™ as you use dance-kicks, hat-tricks and finally transform into a powerful robot that does it all. Or become a Cybercop in E-SWAT™ and clean up the city besieged by mad terrorists.

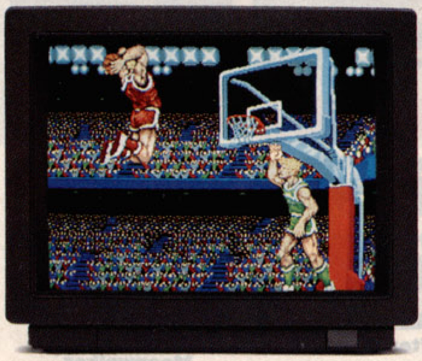
Get ready for the most action-packed sports games ever. In Joe Montana

S DOES™ TENDON'T.

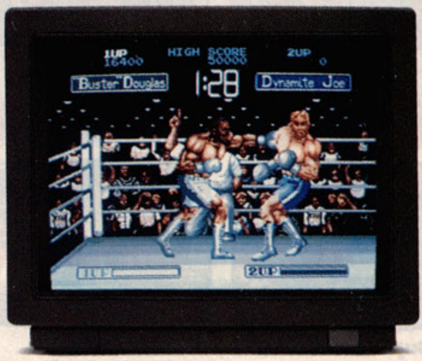
SPORTS GAMES:



Joe Montana Football™



Pat Riley Basketball™



James "Buster" Douglas Knockout Boxing™

Football,™ check out the defense, make the call, fake a pass and scramble for a touchdown. Or force your opponent to move inside your left hook and nail him with an uppercut that puts him on the mat in James "Buster" Douglas Knockout Boxing.™ Or in Pat Riley Basketball,™ get the ball with seven seconds left in the game, drive the length of the court, slam-dunk and draw the foul which you make to break the tie.

In The Sword of Vermilion,™ make your way through 14 towns and 14 mazes in this adventure thriller where encounters with the evil demons are played in real time on the hand controller. And dazzle your friends with your skills on the puzzle game Columns.™ Or become the ultimate commando warrior in Dynamite Duke™ as you blast the enemy from an over-your-shoulder first person view.

There's only one true 16-bit system and it's got the hottest video game hits going. You can only play these on Genesis by Sega. Genesis does what Nintendon't.

HIGH DEFINITION GRAPHICS
SEGA
GENESIS
16-BIT

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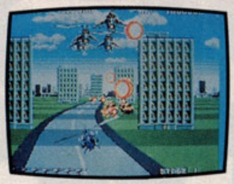
GENESIS DOES IT ALL.

ARCADE GAMES:

Golden Axe™

Space Harrier II™

Super Hang-On™


Super Thunder Blade™

Cyberball™

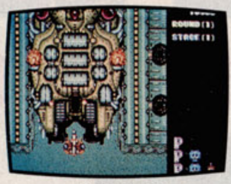
Strider™

Altered Beast™

Ghouls 'n Ghosts™

The Revenge of Shinobi™

Rambo III®


Truxton™

Forgotten Worlds™

Super Monaco GP™

E-S.W.A.T.
City Under Siege™

MUSIC VIDEO:

ADVENTURE GAMES:

Afterburner II™

Michael Jackson's
Moonwalker™

Phantasy Star II™

The Sword
of Vermillion™

SPORTS GAMES:

Tommy Lasorda
Baseball™

World Championship
Soccer™

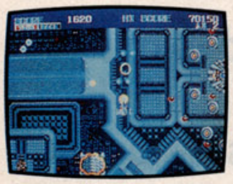
Arnold Palmer
Tournament Golf™

Pat Riley's
Basketball™

James "Buster" Douglas
Knockout Boxing™

Joe Montana Football™*

ACTION GAMES:


Thunder Force II™

Ghostbusters II™

Alex Kidd:
Enchanted Castle™

Last Battle™

Mystic Defender™

Dynamite Duke™

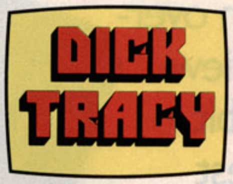
STRATEGY/PUZZLE GAMES:

COMING SOON:

Zoom!™

Columns™

Herzog Zwei™



Dick Tracy®

Spider-Man®*

The Castle of Illusion™
Starring Mickey Mouse

SEGA™
GENESIS™

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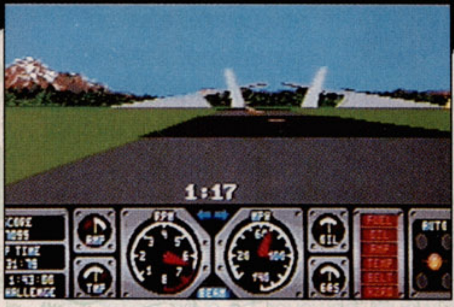
Hard Drivin'

By Doctor Dave

Have you ever had the urge to take a hot sports car to the limit? Now you can with Hard Drivin' by Tengen. This awesome driving simulator for the Genesis features a realistic three-dimensional view from the driver's seat of a high performance sports car. Arcade speedsters already know this one from the Atari coin-op of the same name, and it features the same colorful polygon graphics and wheel-spinning driving.

On Track

The radical racing takes place on a track that's actually two tracks in one, a Speed Track and a Stunt Track.



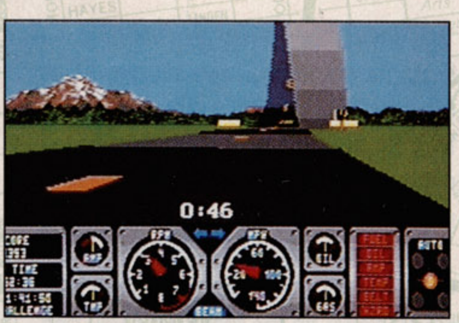
Check out the speed stretch.

If you take the Speed Track, you try to stretch the limits of your car's speed potential on 90 mph turns and long straightaways.

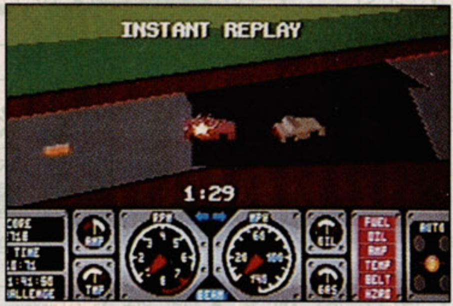
PROTIP: Pay attention to speed limit signs at turns. They're very accurate.

On the Stunt Track, you rocket off ramps, jump a draw bridge, and even turn a loop! Make sure that you pay attention to the speed limit signs for these stunts, or it could be disastrous.

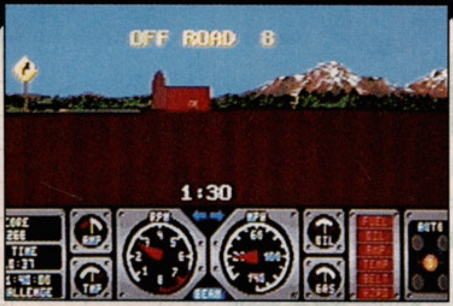
PROTIP: Make sure your speed is slightly under 60 mph when you reach the drawbridge. Exceed 60 mph and you'll flip your car!



Do a 360° on the loop.



PROTIP: Watch out for oncoming traffic on the loop.



PROTIP: For rapid deceleration without losing control, run off the road. It slows you down much faster than your brakes.

Getting in Gear

Before you begin your wild ride, you choose your transmission, either an automatic or a manual. With the automatic you can concentrate on driving not shifting gears. If you're good enough, opt for the manual tranny. You shift gears by pressing Button C as the clutch and hitting Up or Down to work the gears.

Tracking the Phantom

After you've selected your transmission, you're ready to race! Take off from the starting line and when you reach the fork in the road, choose either the Stunt Track or the Speed Track. The speed track is definitely the easier of the two since you don't have tricky obstacles to worry about, although the Stunt Track is much more fun.

PROTIP: Stay steady on the the center yellow line for the entire race and simply swerve out of the way of oncoming cars. This way, you avoid cars running up behind you, too.

If you make it to the finish line, and beat the posted time, you compete in a challenge lap against the Phantom Racer, a ghost car. If you crash or run out of off-road time (you only get 10 seconds), you lose the race! This might sound easy, but it's quite tricky since you race the Phantom on the Stunt Track.

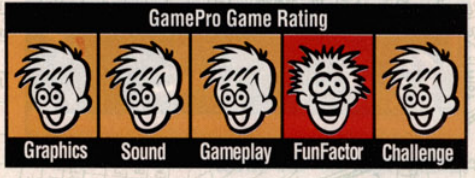
PROTIP: The quickest path to the Championship Lap is to drive the fastest time you can on the Speed Track. There are too many ways to mess up on the Stunt course.

PROTIP: Since the Phantom Racer is, well, a phantom, you can drive into or through him, so drive as if you're the only car on the road. A good strategy is to draft behind him and then blow by him just as you near the finish line.

PROTIP: For a change of pace, make a U-turn during the Practice mode and go backwards on the track. It's like an entirely new race!

For once, you can forget everything you learned in Driver's Ed. Cut loose with this awesome Tengen title

Hard Drivin' by Tengen ($54.95 – Available Winter '90).



SUPER volleyball

By Abby Normal

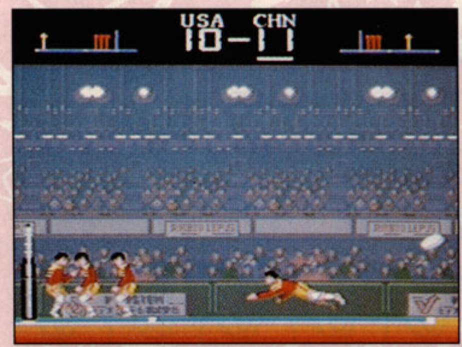
Jumping, diving, setting, and spiking their way through the smoke filled haze of a packed auditorium, the world's finest volleyball players push both mind and body to the limit as they vie for the number one position – world champions. This isn't Olympic commentary – it's Olympic-style Super Volleyball for the Genesis!

This compelling and realistic side-view cart for one or two players comes complete with a generous list of play-options and 16 international teams.

PROTIP: Holland and Russia are two of the toughest competitors.

If you prefer, design your own team and assign each player a specialty, such as a powerful serve or spike. Choose between the Watch Mode, a Normal game, or a World League game, the latter being the most difficult.

Don't worry if you're a volleyball novice. Simply head to the option screen and take advantage of the Ball Speed and Handicap features. Use the Handicap feature to start either one or both teams off with a lead (10 points max). The Ball Speed feature (slow, normal, or fast) is a handy option when you need to tone down the action during warm-up.



Taking flight for the save.

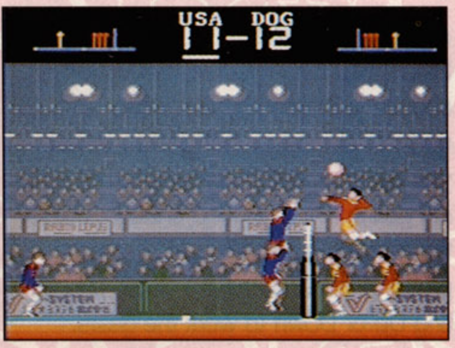
Serving Up Some Trouble

During a game you have six players on the court (you only actually see five) and two players on the bench. To substitute a stronger player into the game simply press Button C.

You may miss on your first few service attempts, but once you've got the timing down on the toss/swing you can blast killer-serves, such as the Jumping Spike and the Drop Serve – guaranteed point earners! Don't hit the ball until it turns pink or you'll miss it and lose the serve to your opponents. A net-player will automatically set the ball up for a return play, but you make the return spikes. There are several attacks including the Quick Attack, the Open Attack, and the Back Attack.

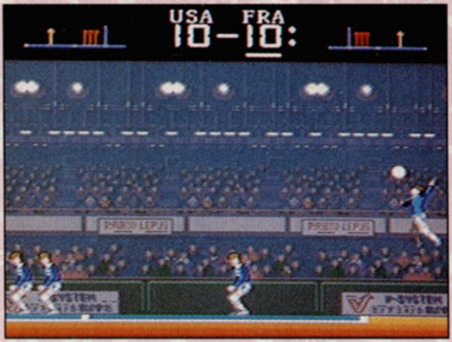
PROTIP: Mr. Sugar is the strongest server on the U.S.A. team.

PROTIP: For Quick Attack receiving hit Button A and Up on the control pad.



PROTIP: Don't rush the net when the other team sets the ball for a return play, or while they're serving. If you do and they spike the ball hard, you won't be able to recover quickly enough.

PROTIP: Beware of the Dutch team's spike-blocking defense.



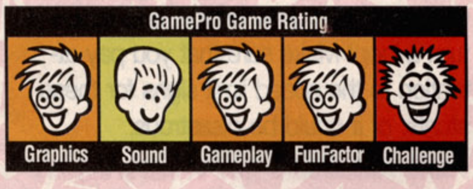
PROTIP: The Russian team has a very strong line-up of servers.

Discover Your Net Worth

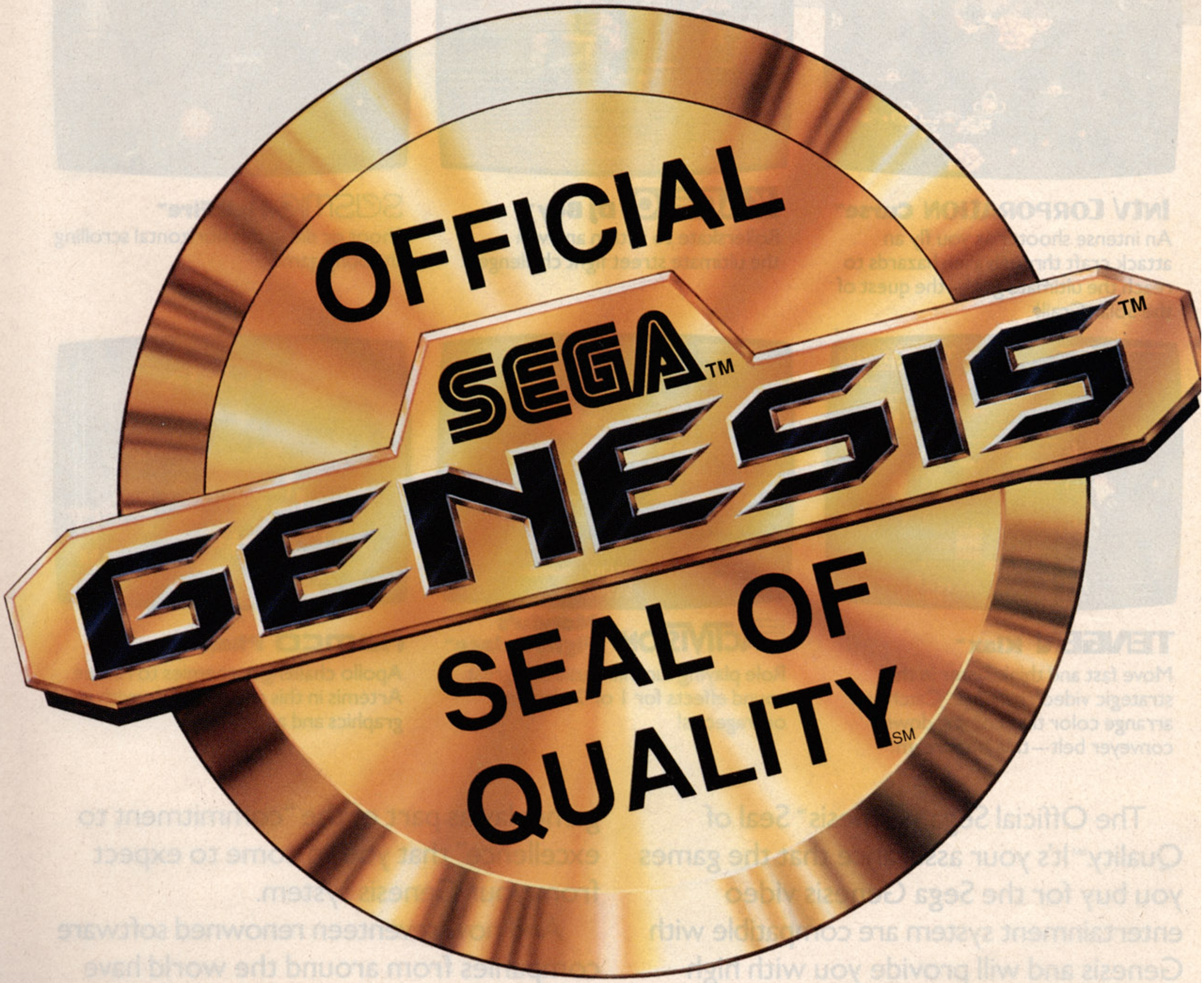
As in real life competitive volleyball, the winning score is set at 15. In order to win a game you must win three of the five Match-Sets. In the Normal setting you can play in single game rounds. Win and you go on to play another team. In the World League you complete seven games and, gameplay stats determine the champions. Fortunately in the World League setting you can earn passwords.

Super Volleyball is a highly accurate simulation of top-notch, competitive volleyball, and the action is fast and furious. It would, however, be even better if the Center player moved faster and, also, if the entire court could be seen during service rather than just one side at a time. Overall these are two minor glitches which shouldn't dissuade you from getting your hands on this cart – it's worth it!

Super Volleyball by Video Systems ($39.99 – Available Winter '90, 2 megs).



17 COMPANIES HAVE EARNED THE RIGHT TO DISPLAY THIS SEAL.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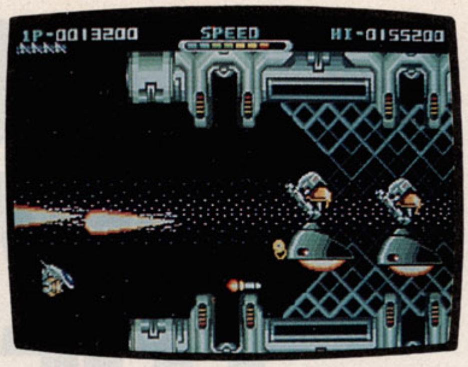
TRECO **Atomic Robo-Kid™**

Trash mutant life-forms and save the earth in this radical adventure!

NUVISION ENTERTAINMENT INC. **Bimini Run™**

A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.



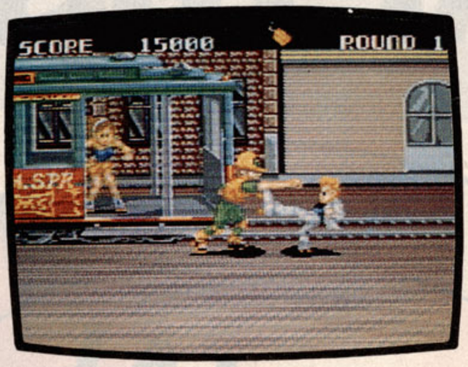
RENOVATION PRODUCTS **Whip Rush™**

A horizontal and vertical scrolling game where you operate a mighty jet fighter and challenge seven stages of shooting scenes.

00049600
SHIELD

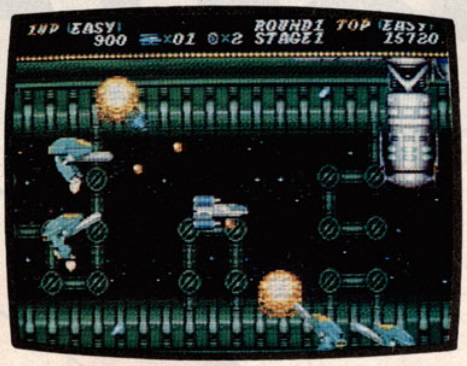
IntV CORPORATION **Curse™**

An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!



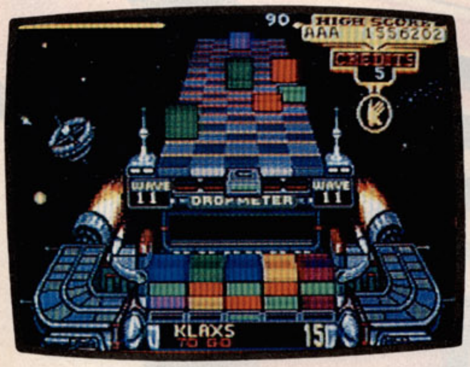
KANEKO **DJ Boy™**

Rollerskate to action and win the ultimate street fight challenge.



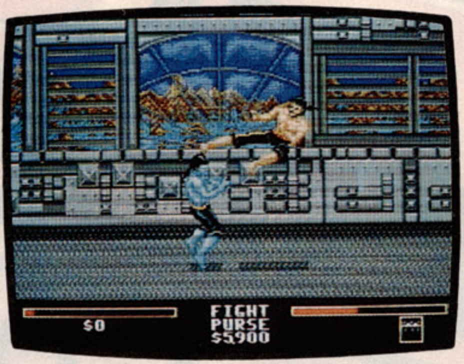
SEISMIC **Hell Fire™**

Shoot or die in this horizontal scrolling shooting game.



TENGEN **Klax™**

Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyer belt—this is a scream!



ACTIVISION **Mondu's Fight Palace™**

Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!

namco **Phelios™**

Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.

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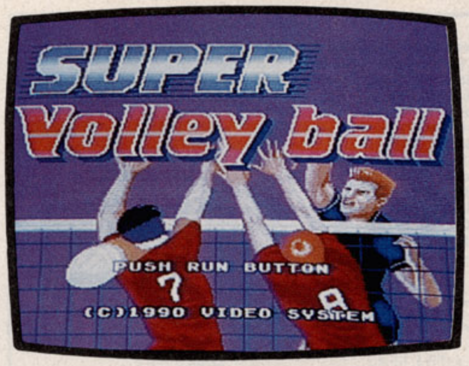
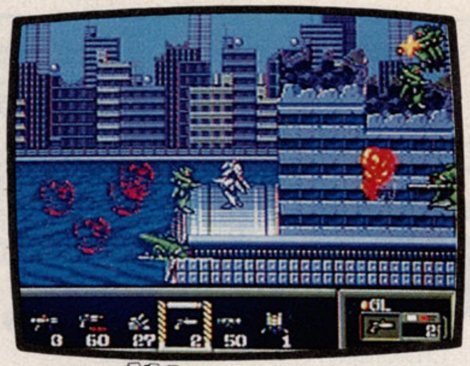
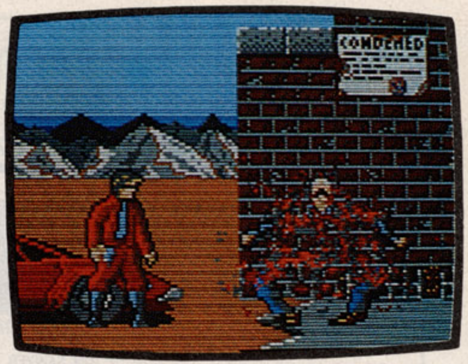
And now seventeen renowned software companies from around the world have joined Sega Genesis in our "commitment



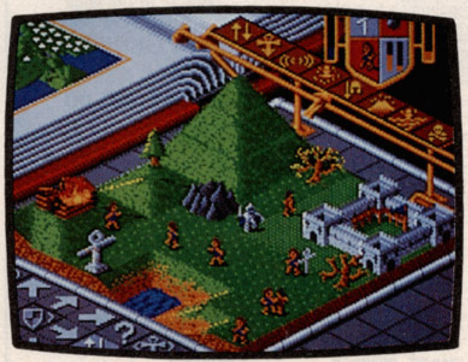
VIDEO SYSTEM **Super Volleyball**™
Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!



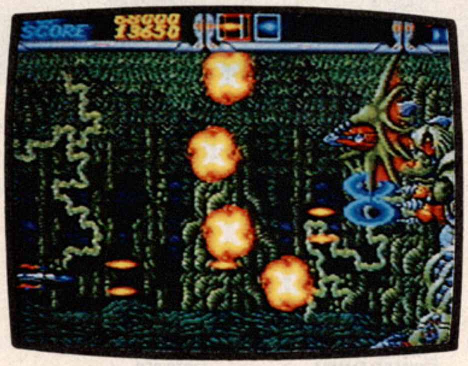
DreamWorks **Target Earth**™
In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!



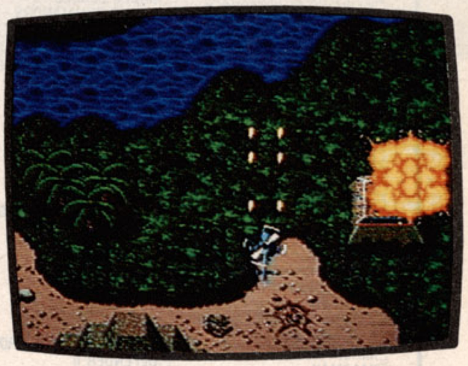
Razor Soft **Technocop**™
You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



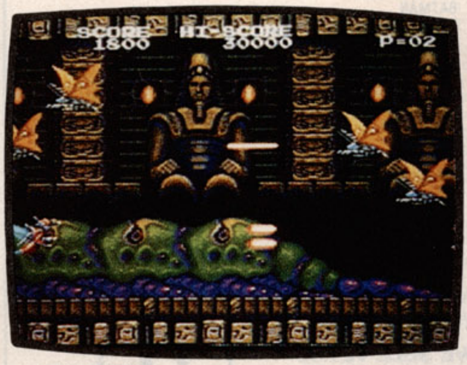
ELECTRONIC ARTS® **Populous**™
Play God! Create the world or destroy it in a heartbeat. Control awesome natural disasters. The first game of its kind.



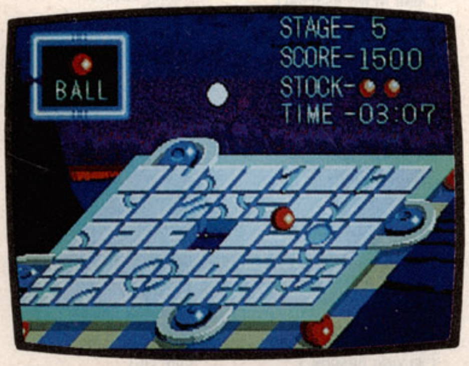
Technosoft **Thunderforce III**™
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.



KYUGO TRADING CO., LTD. **Cross Fire**™
A shooting action game featuring helicopters in death-defying combat!



SAGES CREATION **Insector X**™
Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit.



Micronet co., Ltd. **Junction**™
An action puzzle game. You must control blocks in order to pass designated points. But be careful to avoid deadly enemies as you proceed.

to excellence" by maintaining our high standards in game development with their own games for the Sega Genesis system.

Look for these companies who have earned the right to display the Official Sega Genesis Seal of Quality.

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☐GRADIUS
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☐ICE CLIMBER
☐ICE HOCKEY
☐IKARI WARRIORS
☐IKARI WARRIORS II
☐IRON TANK
☐JACKAL
☐JAWS
☐KARATE CHAMP
☐KARATE KID
☐KUNG FU
☐LEGEND OF KAGE
☐LIFE FORCE
☐MACH RIDER
☐MAGMAX
☐METAL GEAR
☐METROID
☐MUSCLE
☐OPERATION WOLF
☐OTHELLO
☐PLATOON
☐PRO-AM RACING
☐RAID ON BUNGLING BAY
☐RAMBO
☐RENEGADE
☐RUSH 'N ATTACK
☐RYGAR
☐SECTION Z
☐SKATE OR DIE
☐SKYKID
☐SPELUNKER
☐SPY HUNTER
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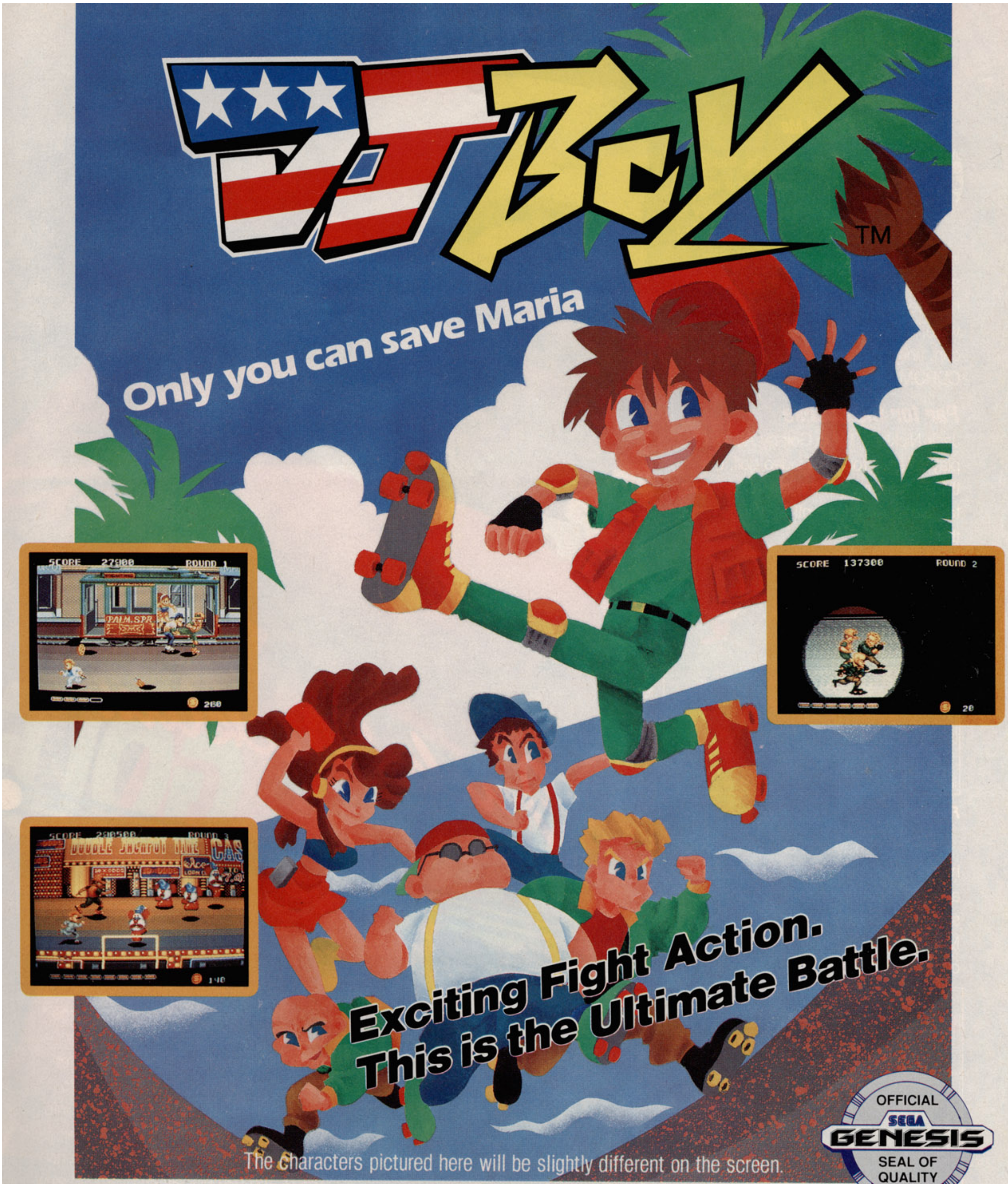
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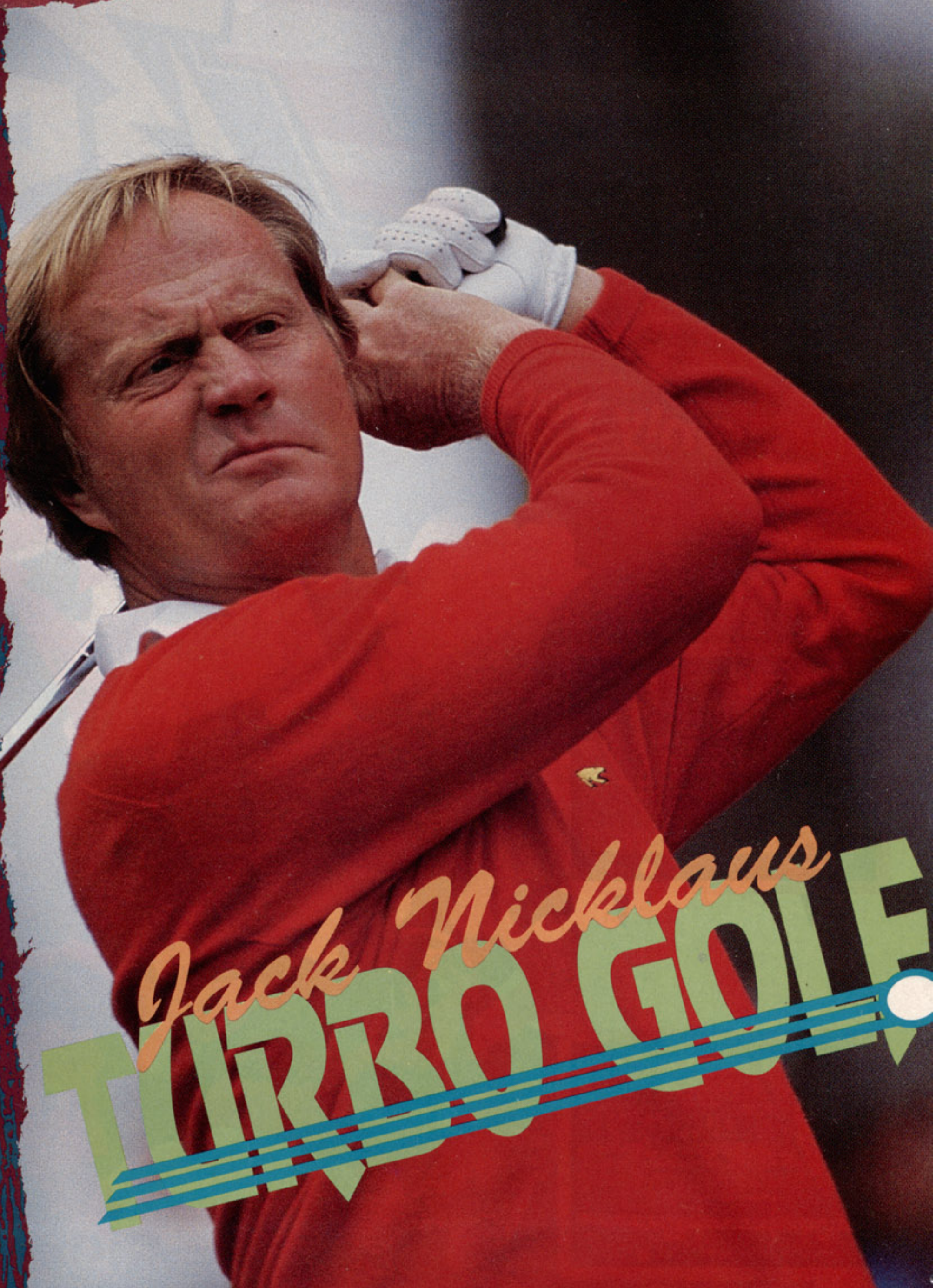


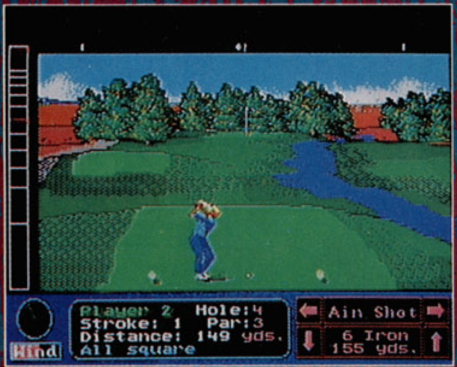
Jack Nicklaus TURBO GOLF

By Slo' Mo

Jack Nicklaus, the Golden Bear, is a golf legend who's destined to play on for decades in the minds of linksters everywhere. In fact, he may even play on longer than that now that he's been immortalized in computer software, a Nintendo Entertainment System cart, and now an NEC TurboGrafx CDROM game.

Par for the Course

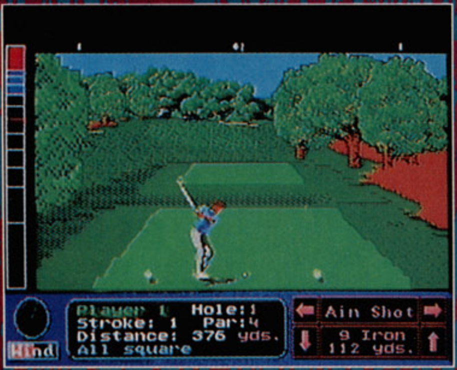
Jack Nicklaus Turbo Golf by Accolade plays a solid round of video golf, but there's not much in the actual gameplay to distinguish it from other golf games on the leader board.



Player 2 Hole:4
Stroke: 1 Par:3
Distance: 149 yds.
All square

Fore!

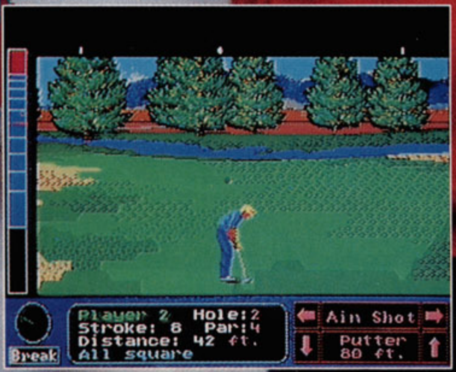
You can play solo or with either a human or a computer partner. You can also put together threesomes and foursomes of your choice for Stroke Play, Match Play, and Skins, where you set cash prizes for each hole.



Player 1 Hole:1
Stroke: 1 Par:4
Distance: 376 yds.
All square

Accurate iron shots are critical.

PROTIP: Challenge a computer player to learn how to play holes. But remember, they aren't perfect.



Player 2 Hole:2
Stroke: 8 Par:4
Distance: 42 ft.
All square

PROTIP: The power meter has 10 segments. Divide club distance by 10 to determine the distance each segment represents.

The course display and the gameplay are familiar. Onscreen you get a main window with a behind-the-golfer view of the course, a power meter to control tee shots and putts, and an info window that displays distance to the hole, par, and your club and its distance rating. You can display an overhead view of the hole anytime.

PROTIP: The computer always picks the appropriate club to tee-off at any hole.

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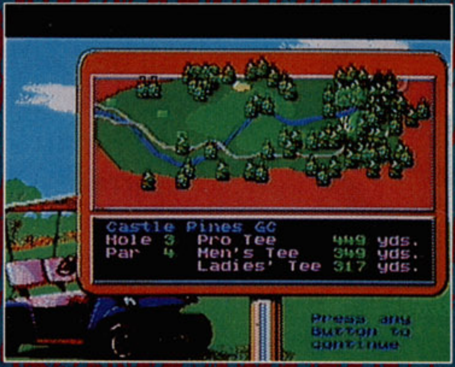
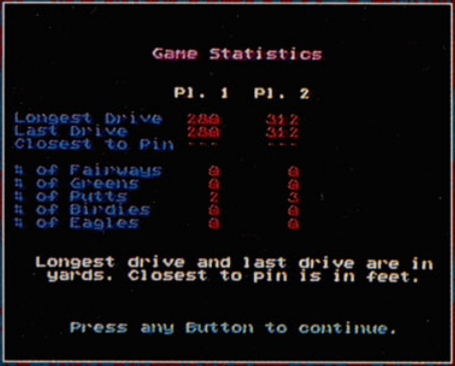


PROTIP: The computer lines up tee shots directly at the flag without regard to hazards or O.B. Always check the overhead view.

To play a shot, you gauge three button presses on the power meter to hit the ball, taking into account wind direction and speed. And before you hole out you'll likely hit roughs, sand traps, trees, water, out of bounds areas, and golf cart tracks just as in real golf.

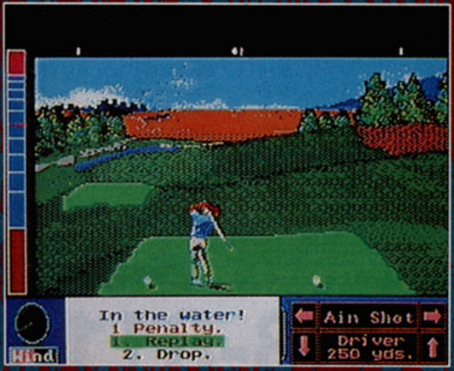


```
Game Statistics

                     Pl. 1  Pl. 2
Longest Drive         280    312
Last Drive            280    312
Closest to Pin        ---    ---

# of Fairways           0      0
# of Greens             0      0
# of Putts              2      3
# of Birdies            0      0
# of Eagles             0      0

Longest drive and last drive are in
 yards. Closest to pin is in feet.

Press any Button to continue.
```

You can keep stats, too.

PROTIP: To hit putts straight-on, always position the marker slightly to the right of the hole.

Of course, you record your score and keep a running account of some stats such as your farthest drive and the number of total putts.



Computer players can be pros or patsies!

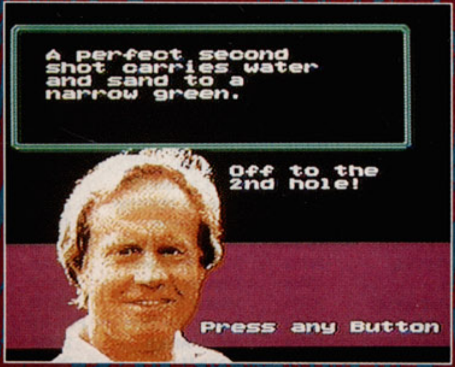
Going for Disc-tance

However, what enables Turbo Golf to come in under par is the massive amount of course data in its CDROM golf bag. For sheer variety, hardcore golfers will find that Turbo Golf's CDROM data capacity blows Power Golf (see GamePro February 1990), Arnold Palmer Golf (see GamePro February 1990), and even the Neo Geo's Top Player Golf (GamePro November 1990) off the course.

PROTIP: Overswing on all holes except the par 3's.

You get five 18-hole golf links that according to Accolade are exact duplications of real-life courses. The names are impressive: Castle Pines Golf Club in Castle Rock, Colorado; Royal Troon Golf Club in Troon, Scotland; Kemper Lakes Golf Club in Hawthorn Woods, Illinois; Australian Golf Club in Kensington, Australia; and St. Creek Golf Club in Nagoya, Japan. Hardcore golfers would even sell their video game systems to play these places! You can even take a 360 degree look-around from anywhere on the course.

You also get nine computer players with golf skills that range from terrible to expert. Naturally, the ultimate challenge is to take on the Golden Bear himself.



A perfect second shot carries water and sand to a narrow green.

Off to the 2nd hole!

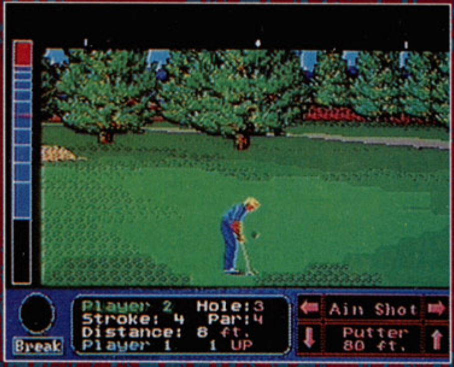
Jack advises you on each hole.

The CDROM also struts its stuff between holes when Jack Nicklaus shows up to share a hint about the hole. Too bad Accolade didn't opt to use Jack's real voice. Also, the sound effects are crystal clear, and some of the four tunes are actually catchy.

PROTIP: When Jack says use a 3-wood to tee off, stick with the driver.

Course Handicaps

Turbo Golf reveals its heritage from the earlier versions for the PC and the NES in two somewhat bothersome ways. When you're on the course, the onscreen colors have the bright red red, blue blue, and green green look that resembles PC and NES versions of the game, not the muted, natural looking tones common to 16-bit video games such as Power Golf.



When they say "green" they aren't kidding.

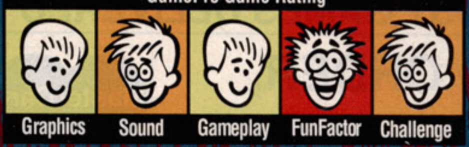
But what's sure to drive video gamers nuts at first is the slow screen-refresh rate that methodically repaints the display stroke by stroke between shots. Coupled with the NEC CDROM drive's sometimes painstakingly slow data reading rate, impatient duffers might feel like wrapping a golf club around their TG-16's during a bad round. Veteran PC golfers, on the other hand, will find waiting for hardware to catch up with their tee shots all too familiar but it's very much like playing behind a slow foursome in real life golf.

Jack Up Your Game

If you own a TurboGrafx-CD unit and you love golf, go for it. Besides Turbo Golf's literally the only game in town. You'll definitely log long hours with it not just because of the poky play but because it serves up an entertaining, top notch round of video golf, and the variety of courses will compel you to tee up time and again.

Jack Nicklaus Turbo Golf by Accolade ($44.95 – Available Now).

GamePro Game Rating



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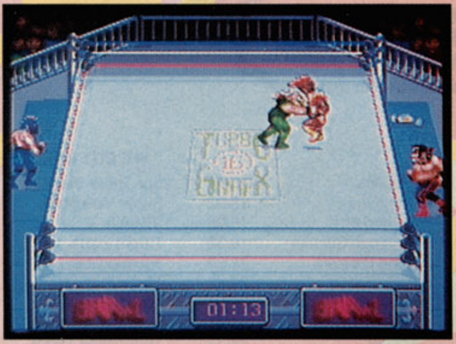
BATTLE ROYALE

By Slo Mo

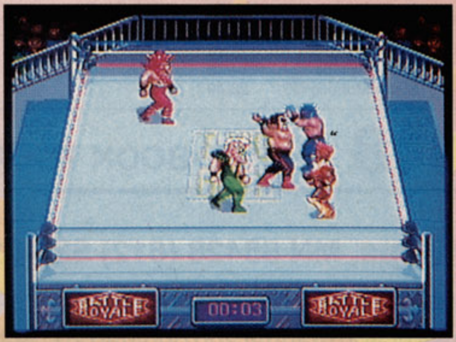
You can't really call professional wrestling a sport, but you have to admit, it's a dynamite show. Even though the goofy, gaudy, gladiatorial spectacle is really just one step removed from the Three Stooges, there are still moments when you catch yourself wondering: "Is it real or fake?"

Such outrageous theatrics haven't gone unnoticed: big-time wrestling matches are always packed to the ceiling with wild and crazy fans. Now you, too, can go nuts with Battle Royale from NEC.

Rough Rasslin'



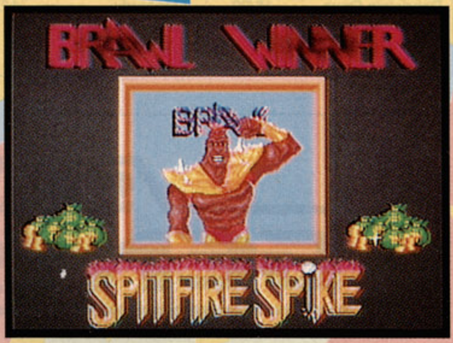
Two can tangle...



...but five is alive!

The object of Battle Royale is as simple as that of the real thing: throw all the other players out of the arena. In a one-player tournament you compete in individual one-on-one matches. Beat four opponents and they double up against you. In an actual battle royale, you're in a rock 'em, sock 'em free-for-all against four other wrestlers. If it takes more than a good head butt to get you off, you can count the cash you earn depending on how much mayhem you manage per match.

You play one of five wrestle maniacs – the Sumo Master, the Executioner, Mongo Kan, Spitfire Spike, or Meat-Eater. Each guy has his own unique moves – ten in all. However, none of the moves are real knockouts, so to speak – no Atomic Drops, Body Slams, or Back-breakers.

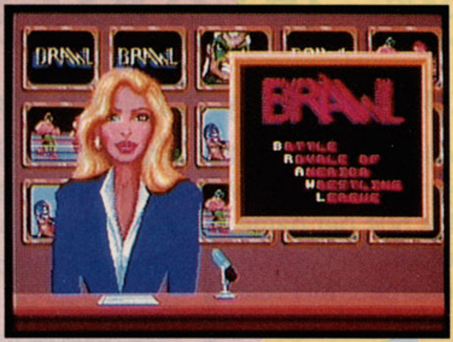


PROTIP: Spitfire Spike is the most well-balanced wrestler. Beginners should start with him.

PROTIP: Running into the ropes propels your wrestler half way across the ring to knock down an opponent.

Mean Looks

Similar to real wrestling, Battle Royale goes for the glitz rather than the gameplay. The graphics are nicely-detailed and sharp-looking. However, the animation is slick but choppy. It's kind of a kick to watch the characters mug for the camera with hip pumps, gruesome grimaces, and muscle-flexing, but during matches the wrestlers sashay around the ring.



Welcome to the Battle Royale.

Gimpy Gameplay

Battle Royale loses a few points on gameplay. It's one of those carts where you keep mashing on the controller and you wonder whether or not that's doing any good. The gameplay is about as sluggish and muscle bound as the Sumo Master looks. Some moves require you to press the directional pad or Select and both buttons simultaneously – a real finger-tangling exercise when some neo-neanderthal's beating your brains out.

PROTIP: If you pin an opponent against the ropes, try to kick him out of the ring.

PROTIP: Don't get sandwiched between two other wrestlers!

PROTIP: You don't have to chase opponents; they'll come after you.

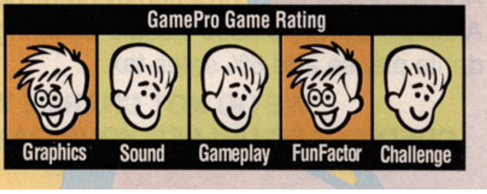
PROTIP: If you get tossed out, there's a control pad- and button-pressing sequence that will get you back into the ring.

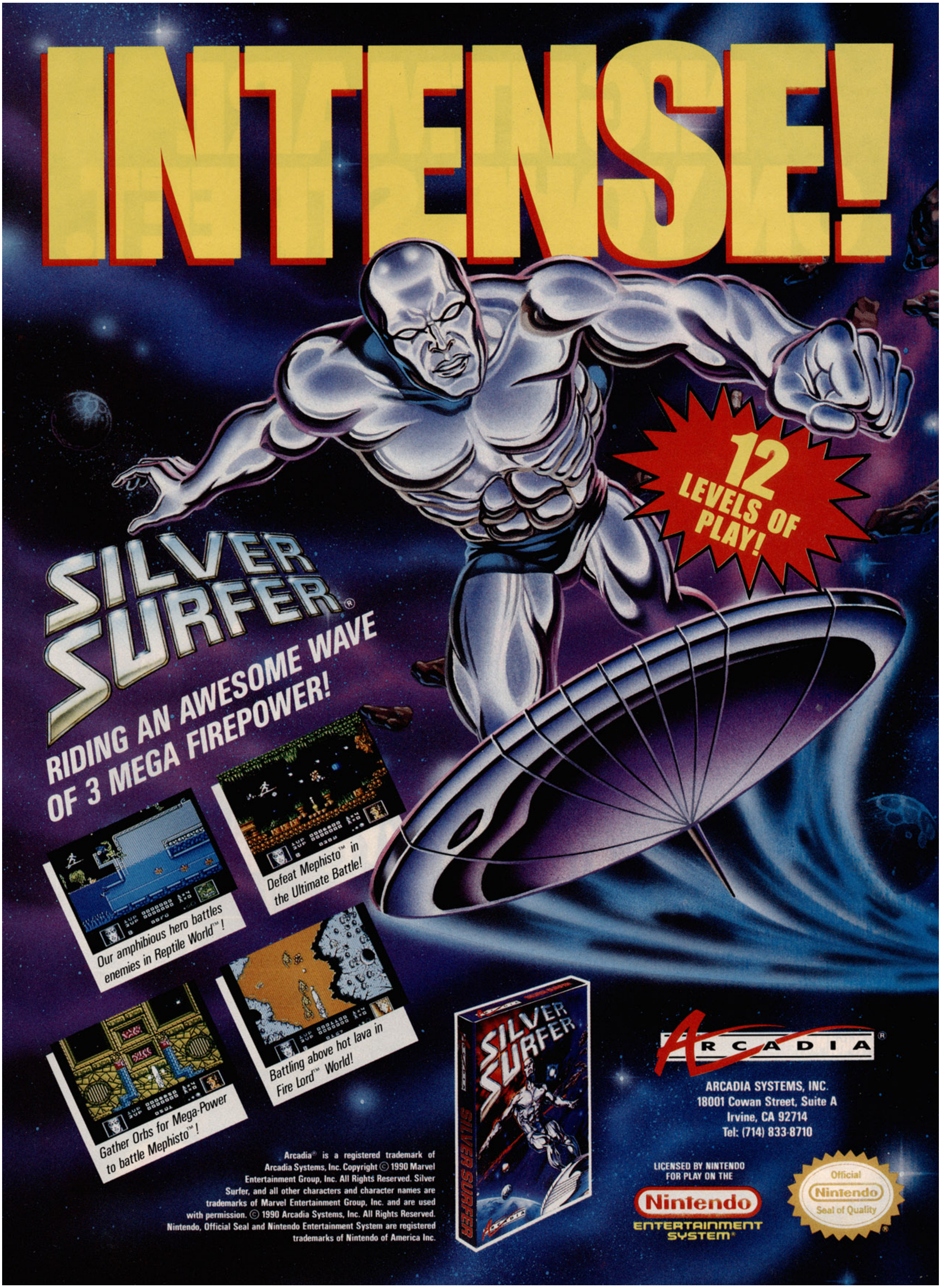
Wrestling with a Dilemma

Battle Royale is a light-hearted, good-looking game, but it won't present much challenge to hardcore gamers. Its saving grace is the TurboTap feature: five people can jump into the ring to knock each other senseless. That's actually fun, but it has more to do with you and your friends' attitudes than the game itself. Oddly enough, that's Battle Royale's biggest plus and the main reason to add it to your collection. This is a great party game. It's easy to learn, and like real-life professional wrestling doesn't take much brain-power to get into.

If you've got a severe case of wrestle mania, you might like this cart.

Battle Royale by NEC ($61.99 – Available Jan. '90, 4 megs).

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SYSTEM®

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PICTIONARY
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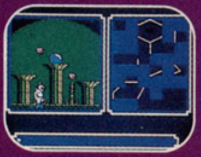
An NES® game that *everyone* in the family will enjoy playing? Not *your* family you say? Wait 'til you play LJN's Pictionary!

Four thoroughly addictive arcade-type games will challenge the NES® champ in your family. The higher the score before the clock runs out, the more the hidden picture is revealed. Here's where the Pictionary fans take over, trying to identify the object before *their* time runs out.

Most videomaniacs will want to hog Pictionary all to themselves for the arcade action. Others might choose to play the electronic version of the legendary board game. Better yet, everyone can join in on the fast-paced, video quick-draw super arcade action together. So, get ready for Pictionary like it's never been played before.

THAT WAS QUITE A GOOD GUESS
NOOSE



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S.W.A.T.

TIPS-TACTICS HOT PASSWORDS
SECRET WEAPONS AND TACTICS

Black Bass Fishing (Nintendo)

Passwords!

Class B - TSVWDED0DIBPUYCG
Class A - HRVQSE14EZH2M1XS

Top Players Tennis (Nintendo)

Try the Finals of the French Open!

Play in the finals of the French Open as Lendl battling Evert!

D?AA! GNLAN YABLL
JDLZU UC♀4L NIHGU
KVDQP YOIEL L♂HRE

Top Players Tennis (Nintendo)

Play in the First Round of the U.S. Open

FEATURING
CHRIS EVERT & IVAN LENDL
TOP PLAYERS' TENNIS
PUSH START BUTTON
ASMIK
TM AND © Corp.of America
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Play in the first round of the U.S. Open as Lendl.

DYAA! GNL7N YEBLL
JKLLU QC♀NL NI!GX
QBDCF KOIEL LKHME

Bases Loaded (Nintendo)

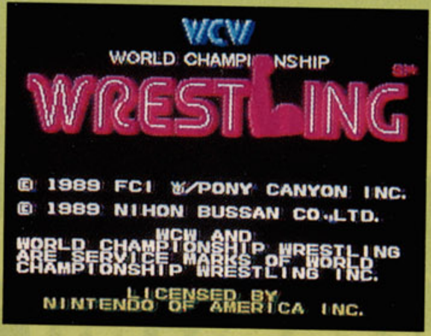
Pennant Clinching Passwords

The following are passwords to the last game (the pennant clincher) of Bases Loaded for any team:

Boston:	LFBDJHE
New York:	PFDAJHH
Philly:	LFDBJHE
D.C.:	PFACNHK
Jersey:	LFADNHH
Miami:	PFCANHK
Kansas:	PNCBNHD
Utah:	LNBCJPD
Hawaii:	LNADJPD
Omaha:	LNDAJPD
Texas:	LNCBJPD
LA:	PFBCNPD

WCW Wrestling (Nintendo)

Passwords!



WCW
WORLD CHAMPIONSHIP
WRESTLING SM
© 1989 FCI /PONY CANYON INC.
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WCW AND
WORLD CHAMPIONSHIP WRESTLING
ARE SERVICE MARKS OF WORLD
CHAMPIONSHIP WRESTLING INC.
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Try all of your favorite moves with your favorite players and the following passwords:

Sting
Won 3 fights: BXDR NBQ5 19DQ
Won 6 fights: -XDY YBZH Y9DK
Won 9 fights: QXD- 0B0D L9DQ

Lex Luger
Won 3 fights: DXH5 NBD5 R9DK
Won 6 fights: LXHT YB67 N9DM

Rick Flair
Won 3 fights: DX7X NBT5 R9DV
Won 6 fights: BX7Z YB07 R9D1

Mike Rotunda
Won 3 fights: DXT9 NB15 R9DW
Won 6 fights: BXTH YB/7 R9DV

Kevin Sullivan
Won 3 fights: DXRZ NBY5 R9D5
Won 6 fights: BXRT YB6H R9D2

Rick Steiner
Won 3 fights: DXNH NB-9 R9D1
Won 6 fights: BXND YB4H R9D5

Ricky Steamboat
Won 3 fights: DX1T NBV5 R9DL
Won 6 fights: YX11 YB37 R9DD

Road Warrior Hawk
Won 3 fights: DXBR NBQ5 R9DG
Won 6 fights: BXB1 YB37 R9DD

Road Warrior Animal
Won 3 fights: DXYD NBK5 R9D6
Won 6 fights: BXYB YB57 R9DY
Won 11 fights: -XY- GBG1 R9DQ
Won 20 fights: N5Y1 1BP7 RZNT

Steve Williams
Won 3 fights: DXLN NBM5 R9D4
Won 6 fights: BXLY YB7H R9DV

Eddie Gilbert
Won 3 fights: DXJ1 NBW9 R9D5
Won 6 fights: BXJL YBTH R9DK

Michael Hayes
Won 3 fights: DX0B NB89 R9D7
Won 6 fights: BX0J YBDH R9DW
Won 9 fights: JX0G 0BGD R9DV

Goal (Nintendo)

World Cup Finals Passwords!

JALECO
GOAL!™
ONE PLAYER MODE
TWO PLAYER MODE
TM AND ©1988 JALECO LTD
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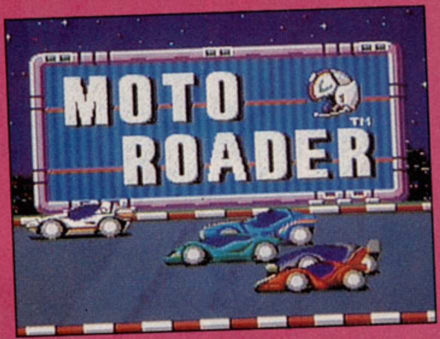
NINTENDO OF AMERICA INC

Ageria:
CTXAREZCGPLOPEOB
Argentina:
JTXAREZCGXIKLUEL
Belgium:
ATXAREZCGRHFOEOB
Brazil:
ITXAREZCGPIGKCMB
Denmark:
ITXAREZCGVIGKWIL
England:
JTXAREZCGZLGKUGJ
France:
ETXAREZCGAISKWHJ
Holland:
QTXAREZCGWLUOUGJ
Italy:
DTXAREZCGAHKLUIL
Japan:
PTXAREZCGXMKLWIJ
Poland:
ATXAREZCGUMJPCTD
Spain:
DTXAREZCGOHFOCOB
Uruguay:
ITXAREZCGULGKESB
USA:
HTXAREZCGWHKLWEJ
USSR:
ZTXAREZCGOHGOERB
West Germany:
LTXAREZCGTMGOCRD

Moto Roader (TurboGrafx-16)

Sound Test


MOTO
ROADER
TM

To check out the Moto Roader tunes in the Sound Test enter either MUSIC or ART88 on the Entry Board. A menu of tunes comes up on the screen. Play them by using your control pad.

Tecmo Bowl (Nintendo)

Play the Invisible Team!

Play Tecmo Bowl as Chicago against an Invisible Team!

397BFFA5

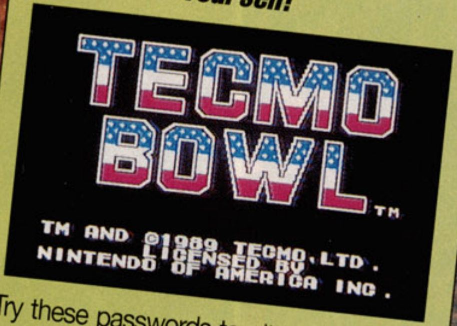
Tecmo Bowl (Nintendo)

Play Some Championship Games

Los Angeles vs. Washington:
967FBFA5
Seattle vs. Washington:
937FBFA5
San Francisco vs. Washington:
9C7FBFA5
San Francisco vs. Denver:
1DAFF7A6
Chicago vs. Los Angeles:
A89FDFA8

Tecmo Bowl (Nintendo)

Play Against Yourself!


TECMO
BOWL
TM
TM AND ©1989 TECMO.LTD.
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Try these passwords to pit a team against itself!

Chicago vs. Chicago: **697BFFA5**
Washington vs. Washington: **997FBFA5**
Denver vs. Denver: **CFBFF7A0**

Continued on Page 106.

SUNSOFT®
for the Nintendo Entertainment System®

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CORE 200020 ×5
USE 3-1 WEAPON
CORE 95510 ×4
USE 1-8 WEAPON
CORE 27310 ×3

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Libertyville, IL 60198

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Game Player's — November 1990

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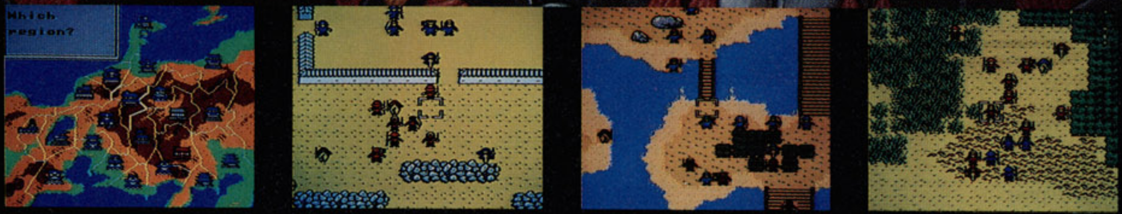

HOT·B

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S.W.A.T.

TIPS-TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Kings of the Beach (Nintendo)

Passwords!

ULTRA GAMES
KINGS OF THE BEACH
PROFESSIONAL BEACH VOLLEYBALL
PRESS START

Stage 2 – San Diego, California
Side Out

Stage 3 – Waikiki Beach, Hawaii
Gekko

Stage 4 –
Copacabana Beach, Rio De Janeiro
Topflite

Stage 5 –
The Great White Beach, Austrailia
Sundevil

Baseball Simulator 1.000 (Nintendo)

Knock Out A Power Hitter

BASEBALL
SIMULATOR
1.000
TM AND © 1989
CULTURE BRAIN USA, INC.
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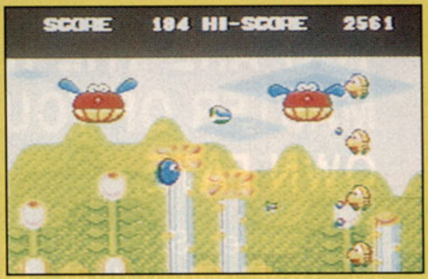
To eliminate one of the power hitters on the other team, bean him with a Fireball pitch! The batter will be removed from the game!

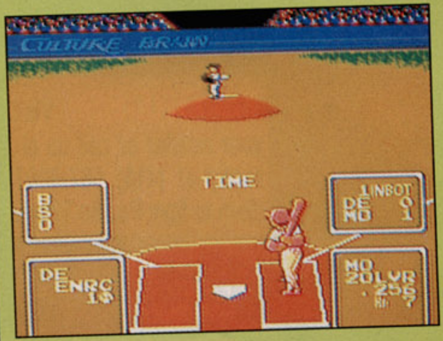
Arnold Palmer Golf (Genesis)


SCORE 194 HI-SCORE 2561

Head for the Fantasy Zone

There is a secret hidden mini Fantasy Zone in Arnold Palmer Golf. To find it start a new game and then take 100 strokes on any hole without putting out on that hole. The words "Game Over" appear on the screen. Then press Up, Up, Down, Down, Left, Right, Left, Right, and Button A on the controller. You're into the Fantasy Zone! Button B fires and Button C bombs.

Baseball Simulator 1.000 (Nintendo)


CULTURE BRAIN
TIME

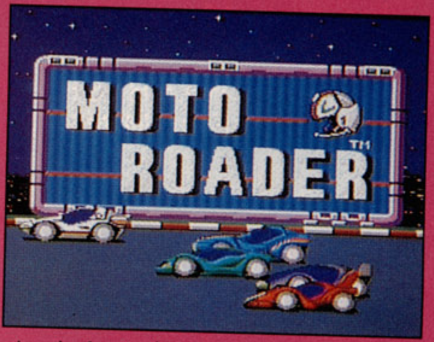
Stop the Computer From Using Super Pitching and Hitting

You can stop the computer from using super pitching and super hitting! When the computer selects a super ability, call "Time Out" and go to the Pinch Hitter or the Relief Pitcher screen. Select "Cancel." Go back to the main screen, and the computer will no longer have super ability selected!

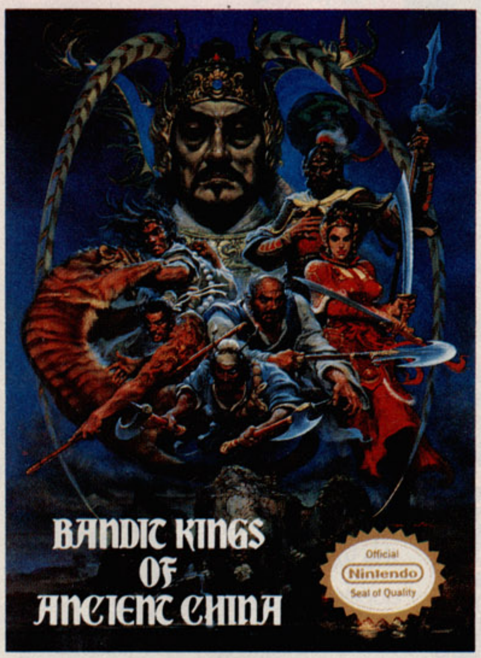
Moto Roader (Nintendo)

Get $50,000!

When you enter the Course Selection Screen, hold the Select button down and push the Control Pad to the Right. This activates the "time" option. At the end of the race the time of the winner is shown. Pushing the pad to the Left activates the "slip" option. This option makes your car slip and slide even with the best tires and brakes. Pushing the Select with Button 2 activates the "Rich" option. When it's time to choose your parts, you'll start with $50,000 instead of only $5,000. The computer cars also receive $50,000 instead of only $5,000. The computer cars also receive $50,000, but they will still choose cheap parts instead of the better expensive ones!


MOTO ROADER TM

The Ancient World Needs A Few Good Men


BANDIT KINGS OF ANCIENT CHINA
Official Nintendo Seal of Quality

Bandit Kings available for NES, PC and Amiga.

New Enhanced Microchip provides...Better Graphics! More detailed information! Better overall game play!

Start-up Screen

Buying a ship

Battle Map

The Song Empire faces two dire threats. From within - Gao Qiu, the minister of War. A man who has usurped the power of the throne from a weak, but just Emperor. His corrupting touch has infected every level of the Kingdom. Honorable men are hunted and exiled while the wicked are rewarded with positions of authority.

From outside the borders - The Mongol Horde waits for the perfect opportunity to invade. But these are the days when tigers walk as men. Join the band of outlaw heroes as they unite to defend the honor of the Empire from the evil tyranny of Gao Qiu and the might of the barbarian armies.

Nobunaga's Ambition - Become a Daimyo warlord in 16th century Japan. Set in the brutal warring states period, the conflict begins as the Shogun has fallen. Your quest is to use military might as well as peacetime negotiations to unite the separate provinces. With the right moves, you can secure the command of the entire nation!
Available for NES, PC, Amiga and Mac 12/90.

Romance of the Three Kingdoms - As a Warlord of the 2nd century China, you must restore a shattered Empire. Gather the bravest warriors of the land to build up your armies. Use strength and strategy to destroy your enemies and claim the power to govern all of China.
Available for NES, PC and Amiga.

Genghis Khan - Become the greatest warrior the world has known. Through battles and allegiances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest.
Available for NES, PC and Amiga.

KOEI's "HOW WELL DO YOU KNOW OUR HISTORY?" Sweepstakes

Questions:

1) Genghis Khan's greatest claim to fame was?
(a) a quick temper (b) the hit single "I feel for you!" (c) a bad smell (d) carving out an empire stretching from China to Europe in the 12th century

2) What famous gang defeated the evil minister Gao Qiu and restored peace to the Song Empire?
(a) Hole in the Wall Gang (b) Bandit Kings of Ancient China (c) Gang of Four

3) What was the epic describing the power struggle at the end of China's second Han Dynasty called?
(a) Romance of the Three Kingdoms (b) I Ching (c) Godzilla

4) Who terrorized and almost succeeded in unifying Japan in the 16th Century?
(a) Cowabunga (b) Nobunaga Oda (c) Godzilla

5) What type of game does KOEI make?
(a) simulation (b) historical (c) educational (d) entertaining (e) all of the above (f) none of the above

6) "KOEI, We __________ the past, you make the __________ !"
(Fill in the blanks)

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How To Enter: On a 3x5 piece of paper, print your name, address, zip , age and the answers to the six questions listed above. Answers to the questions may be found within the ads, on actual game boxes or from someone who is familiar with the game. All entries must be postmarked no later than February 15, 1991. Send entries to: KOEI CORPORATION, 1350 Bayshore Highway, Suite 540 Burlingame, CA 94010

Every month (November 1990-February 1991) 40 winners will be randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game Player's T-shirt (approx. retail value $12). After all entries are received (postmarked no later than February 15) 50 more prizes will be awarded to winners randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game, choice of title (approx. retail value $65). One grand prize winner will be chosen and awarded Sony's HandiCam (approx. retail value $1,000). Odds of winning depend on number of vaild entries received. Judges decision is final. Not responsible for lost, late or misdirected, incomplete or illegible entries. Winners will be notified by mail. Total approximate retail value of all prizes $5,000. Sweepstakes open to U.S. residents except employees and families of KOEI Corporation, Ltd. All prizes will be awarded. Limit one prize per household/family. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. Sweepstakes void where prohibited, taxed or restricted. Winners agree to the use of their names and likenesses for publicity and advertising purposes without additional compensation or permission. (For winners list, send a SASE to same address. Available after March 1, 1991.)

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TIPS-TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Track and Field II (Nintendo)

Last Day of the Olympics Passwords

KONAMI
TRACK & FIELD II TM
PUSH START KEY
TM AND © 1988
KONAMI INDUSTRY CO., LTD.
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Begin on the last day of the Olympics with the following passwords:

Canada	WAIYWHJLI
China	EECYWHJGS
France	5ZHDPZJ2S
Germany	DAVYYHJTS
Great Britain	YAWWWHJ4S
Japan	LKWTWHJPS
Kenya	3QYGPJJFL
Korea	3QWIWJJIS
Soviet Union	2M1SPZJWS
United States	54HLPHJNI

RBI Baseball 2 (Nintendo)

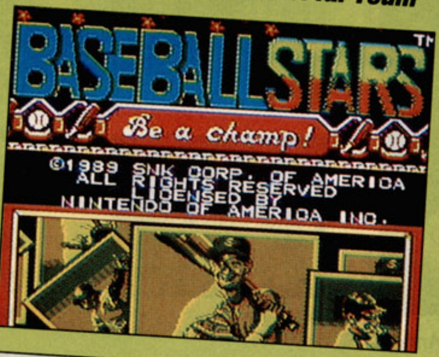
Passwords!

R.B.I. BASEBALL 2
© ATARI GAMES CORP.
© 1990 TENGEN

Toronto vs. Tengen:	F00MB6AP
Detroit vs. Tengen:	R00MB6AP
Minnesota vs. Tengen:	SI0MB6AP
Cleveland vs. Tengen:	V00MB6AP
Boston vs. Tengen:	J00MB6AP
Seattle vs. Tengen:	SA0MB6AP
California vs. Tengen:	SU0MB6AP
Oaklands vs. Tengen:	SE0MB6AP

Baseball Stars (Nintendo)

Begin with a More Powerful Team


BASEBALL STARS TM
Be a champ!
©1989 SNK CORP. OF AMERICA
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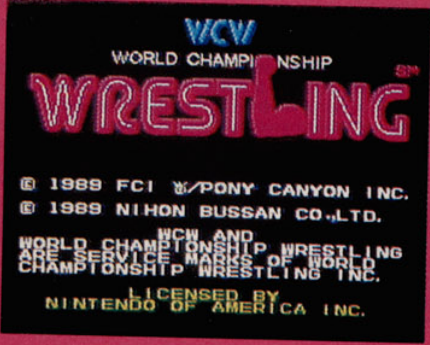
NINTENDO OF AMERICA INC.

To begin with a more powerful team try the following: First select Make Team, and then starting from the upper left corner, move the cursor Down, Right, Left, Down, Down, Right, and Up with the control pad. You'll display the Balanced Team option. Now, press Button A and under "Enter Your Team Name" the words "WHEN ISN'T IT?" should appear. Change these words to "WHEN IT IS." and you'll be awarded with a more powerful, well-balanced team!

World Championship Wrestling (Nintendo)

Become the Champion


WCW
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WRESTLING SM
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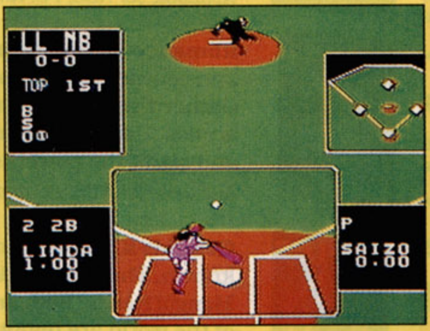
With this code you're only two victories away from becoming the World Championship Wrestling Master as the Road Warrior Animal:

H5YT 1YQ7 OHNZ

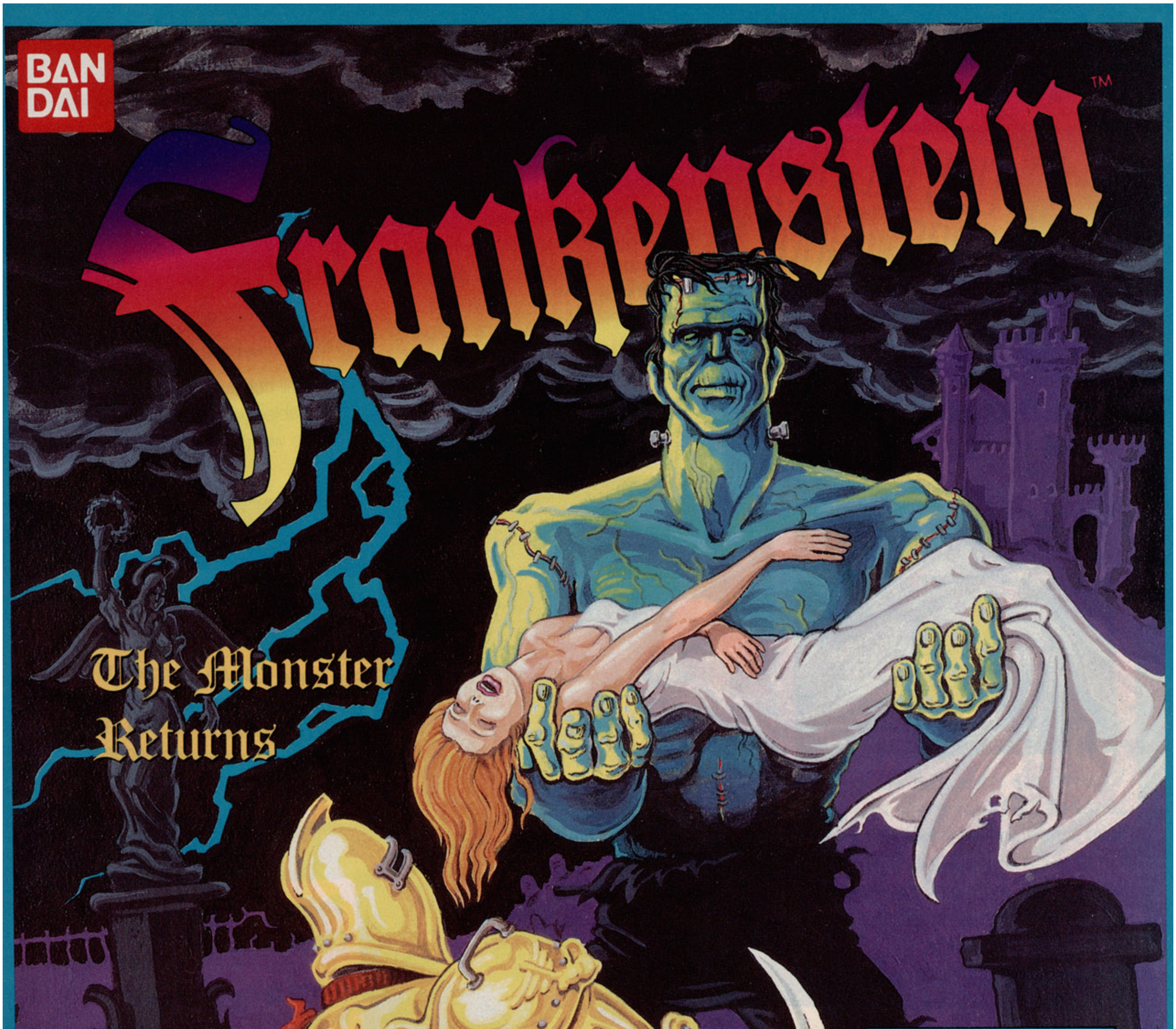
Baseball Stars (Nintendo)

Become the Strongest Girls Team


LL NB
0-0
TOP 1ST
B
S
O
2 2B
LINDA
1.00
0
P
SAIZO
0.00

To be the strongest girls team try the following pad trick. Select Make Team. On your directional controller press Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down, and Up. Now, press Button A. "WHAT IS A WREN?" appears. Erase this and put "A BIRD." The phrase "WHEN ISN'T IT?" will appear. Erase this and put "WHEN IT IS." You're ready to go!

BANDAI


Frankenstein™
The Monster Returns

BANDAI
Nintendo
ENTERTAINMENT SYSTEM
Frankenstein™
The Monster Returns
Official Nintendo Seal of Quality

We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulish army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested village, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!

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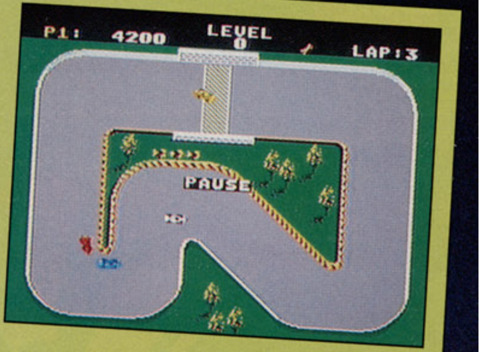
S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Super Sprint (Nintendo)

Add Extra Laps!



In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line and sometimes the game will continue to add laps. The trick enables you to take more time to grab the wrenches and power-ups on the track.

World Court Tennis (TurboGrafx-16)

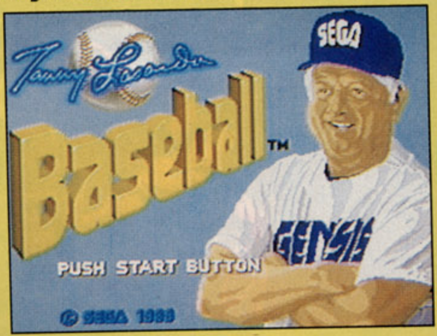
Divide the Screen into Four Pieces

World Court Tennis
TM
PUSH RUN BUTTON
FROM NEC
© 1987 1989 NAMCO LTD.

To divide your tennis court into four pieces do the following: go to the password screen and enter the cone symbol △ in all of the spaces. Now begin your game. The screen will be divided into four sections and sound and game play will be faster than normal.

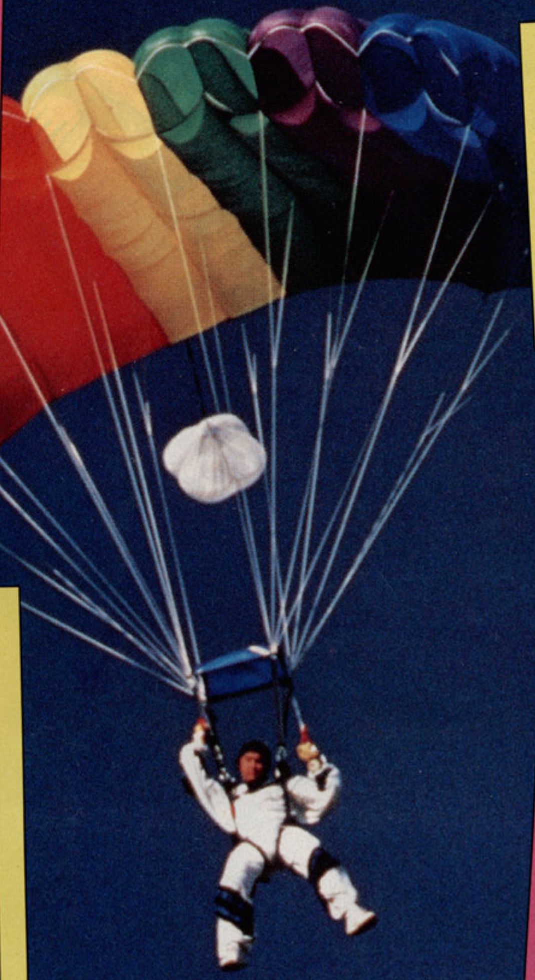
Tommy Lasorda Baseball (Genesis)

Play in the Fantasy League!



To play in a strange Fantasy League enter the following code and choose your team:

VU9lrstpomXcZ
TiebrHWyW



Hoops (Nintendo)

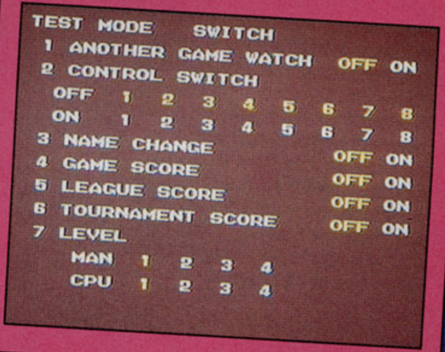
Game 15!

Play some ball with Bomber and Legs on the last step to victory with the following code: **LUXLRZTLR.** Win this final match for a great ending sequence. Barbie gets married? You'll find out!

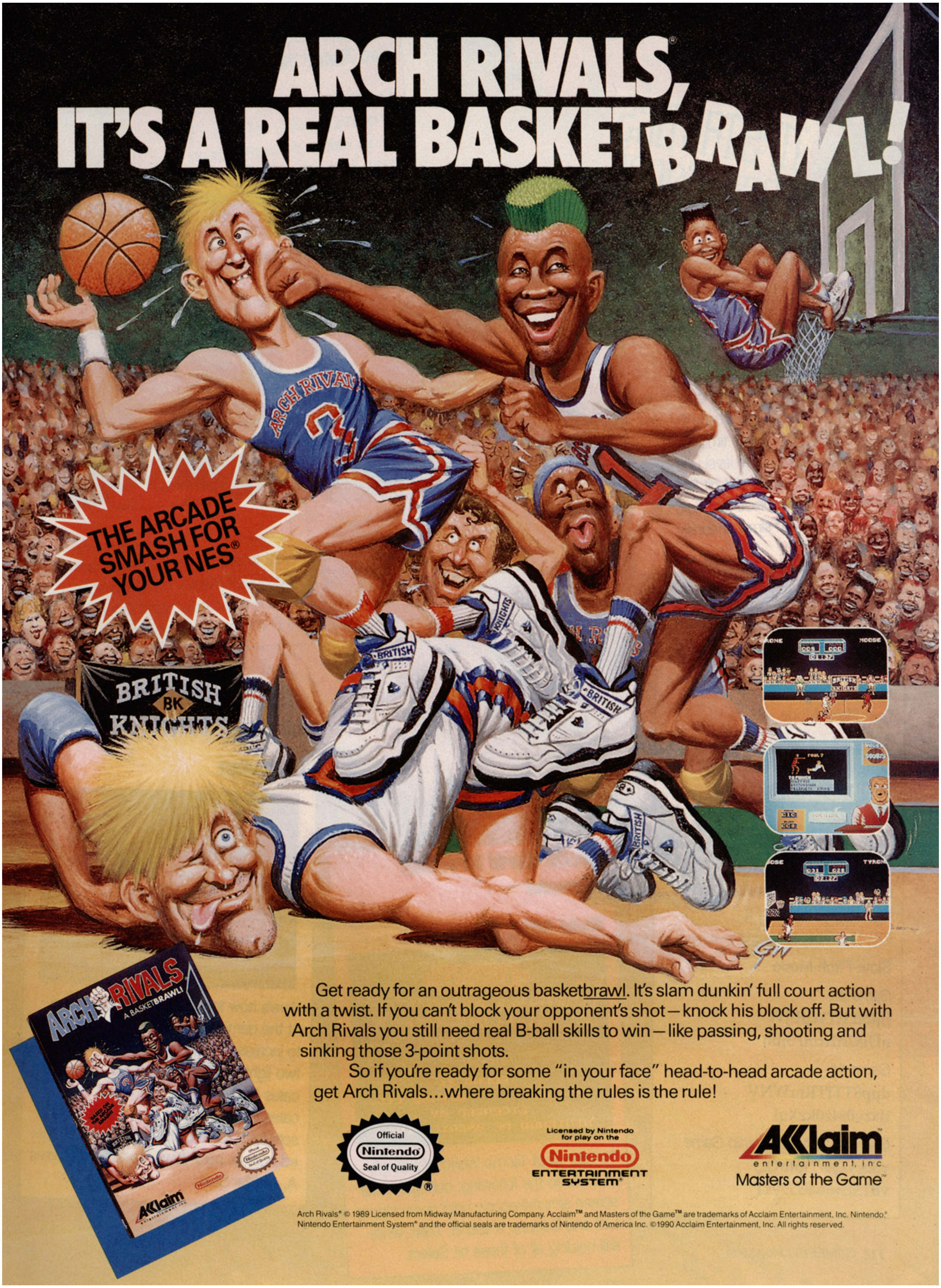
Takin' It To the Hoop (TurboGrafx-16)

Secret Options Screen

To reach the Secret Options Screen first choose mode select, then choose game select, and then press Buttons I, II, and Run simultaneously. When the options screen appears change the options using Select and Button I. Options include turning off the sound, seeing the end of the game, or having symbols over the players' heads.



```
TEST MODE    SWITCH
 1 ANOTHER GAME WATCH  OFF ON
 2 CONTROL SWITCH
  OFF  1  2  3  4  5  6  7  8
  ON   1  2  3  4  5  6  7  8
 3 NAME CHANGE         OFF ON
 4 GAME SCORE          OFF ON
 5 LEAGUE SCORE        OFF ON
 6 TOURNAMENT SCORE    OFF ON
 7 LEVEL
    MAN  1  2  3  4
    CPU  1  2  3  4
```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S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Rad Racer (Nintendo)

Continue

To continue on the same track you left off on, wait for the demo screen, hold down A, and press Start.

Rad Racer 2 (Nintendo)

Level Select

To pick your level on Rad Racer 2 do the following pad trick: During the title screen hit Button B one time less than the number of the level you wish to start on (i.e. for Level 4 hit Button B three times) Next, press and hold Upper Left while you simultaneously press Start.

Dusty Diamond's All-Star Softball (Nintendo)

Passwords!

Fast Pitch Mode

Game #3:

DmgvyMM5X1YDmJ
mNPXb70x0dLgXZG

Game #4:

LgtwwRG7XtRHlR
3R14rvwk2jbkljh

Game #5: Championship Game

LgtwwRG7MtdHTR
7R941v0v24y342J

Slow Pitch Mode

Game #3:

jljtNLRYWjrbJW
nDl87n2rrmP5jbh

Game #4:

dpp8TTJTRhrWNV
tJxzv084z0kzXql

Game #5: Championship Game

vlkyVQKTlplbQQ
vB751w6w8x39yxT

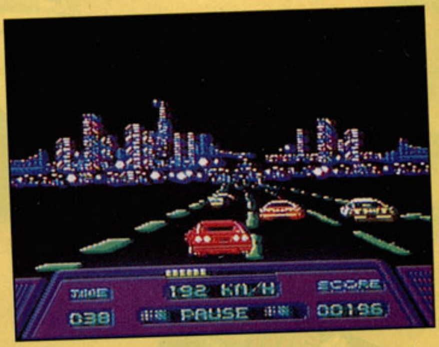
Rad Racer (Nintendo)

See the Final Animated Screen Sequence

Want to see the final animated screen sequence? Display the demo screen, push A and Upper Right simultaneously, hit B 60 times, and hit Start.

Rad Racer (Nintendo)

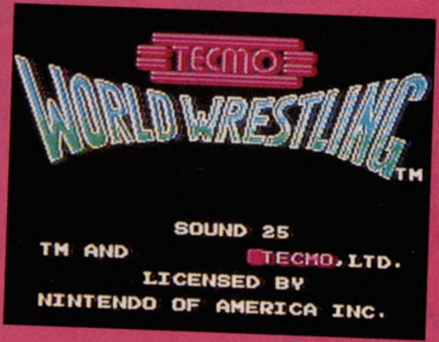
Level Select



Here's how to select your starting level. At the demo screen, press the B Button to increase the tachometer indicator by two lights. The first set of two lights indicates Course 1, the next set of two indicates Course 2, and so on up to eight sets for Course 8. To begin at the selected course, hold down Upper Right, press A, and hit Start.

Tecmo World Wrestling (Nintendo)

Sound Test



TECMO
WORLD WRESTLING TM

SOUND 25

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To hear all of Tecmo World Wrestling's sounds do the following: during the title screen simultaneously hold down Upper Left and Buttons A and B. Then, while still holding all of these hit Select.

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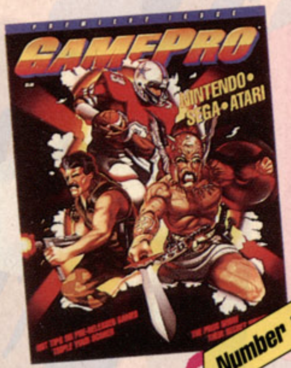
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S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

John Madden Football (Genesis)

Passwords!

John Madden
FOOTBALL™
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Here are some passwords that enable you to check out some mid-season gridiron action:

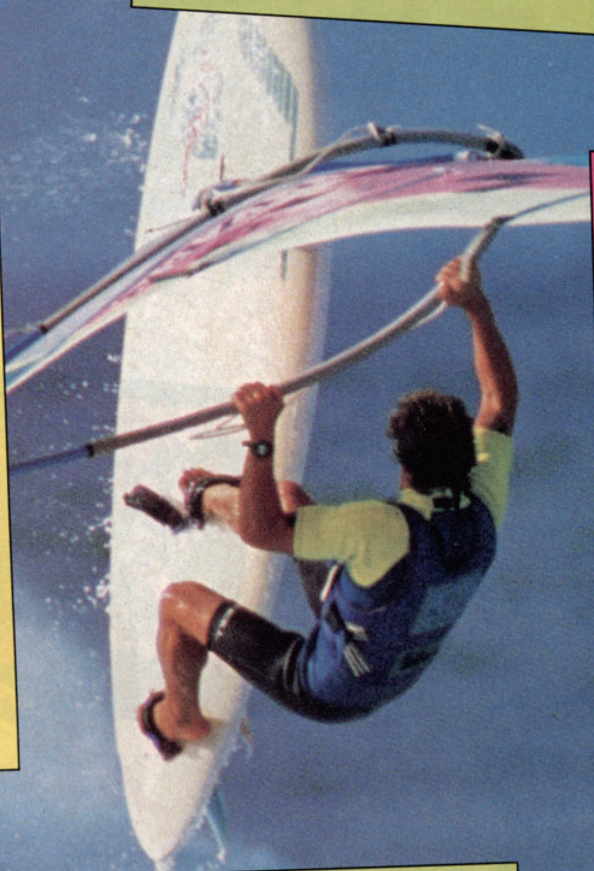
To begin in the Second Round as:
San Francisco vs. New York
Washington vs. Los Angeles
Denver vs. Pittsburgh
Miami vs. Cincinatti
Use: 0466400

To begin in the Third Round as:
San Francisco vs. Los Angeles
Pittsburgh vs. Cincinatti
Use: 0077661

World Class Baseball (TurboGrafx-16)

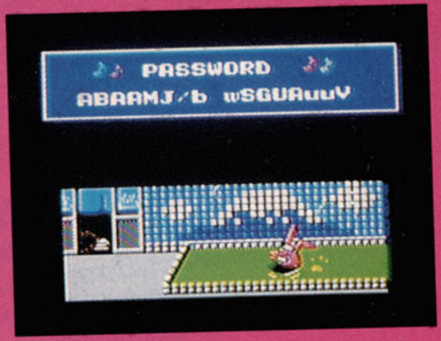
Here are the passwords for all of the teams to play against the Turbo-Champs:

Ninjas – E650
Apples – 7AB8
Stars – 8428
Towers – 8237
Winds – B595
Lords – 27F1
Fries – 91E3
Togas – 306B
Bears – 3233
Ducks – 99DB
Buddhas – 8ADB
Sharks – 68CO



Bad News Baseball (Nintendo)

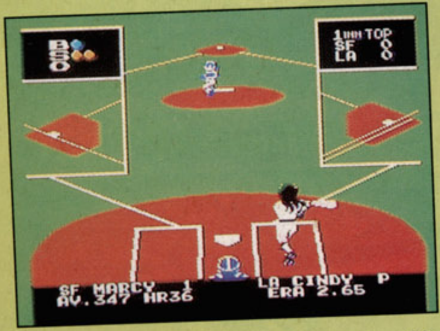
Bubbles in the Hot Tub!



In the One-Player Pennant Mode you can make the rabbit in the hot tub make "bubbles" by pressing Button B on the controller once while you're in the password screen.

Bad News Baseball (Nintendo)

Change All of the Teams to Girls Teams



You can change all of the teams to girls teams, including the special super-powered team and special players, by doing the following: during the title screen press lower Left on Controller One, while simultaneously pressing Up on Controller Two. Now, while still holding down these buttons on both control pads press Reset on your NES, and then press the Start button on Controller One. This changes all the teams to girls teams! You'll know it's worked if the baseball icon changes to a heart. The Texas team becomes a super-star team, and there will also be a few super superstars on some of the other teams.

Do You Have a Secret Weapon?

If you do, submit it to GAMEPRO. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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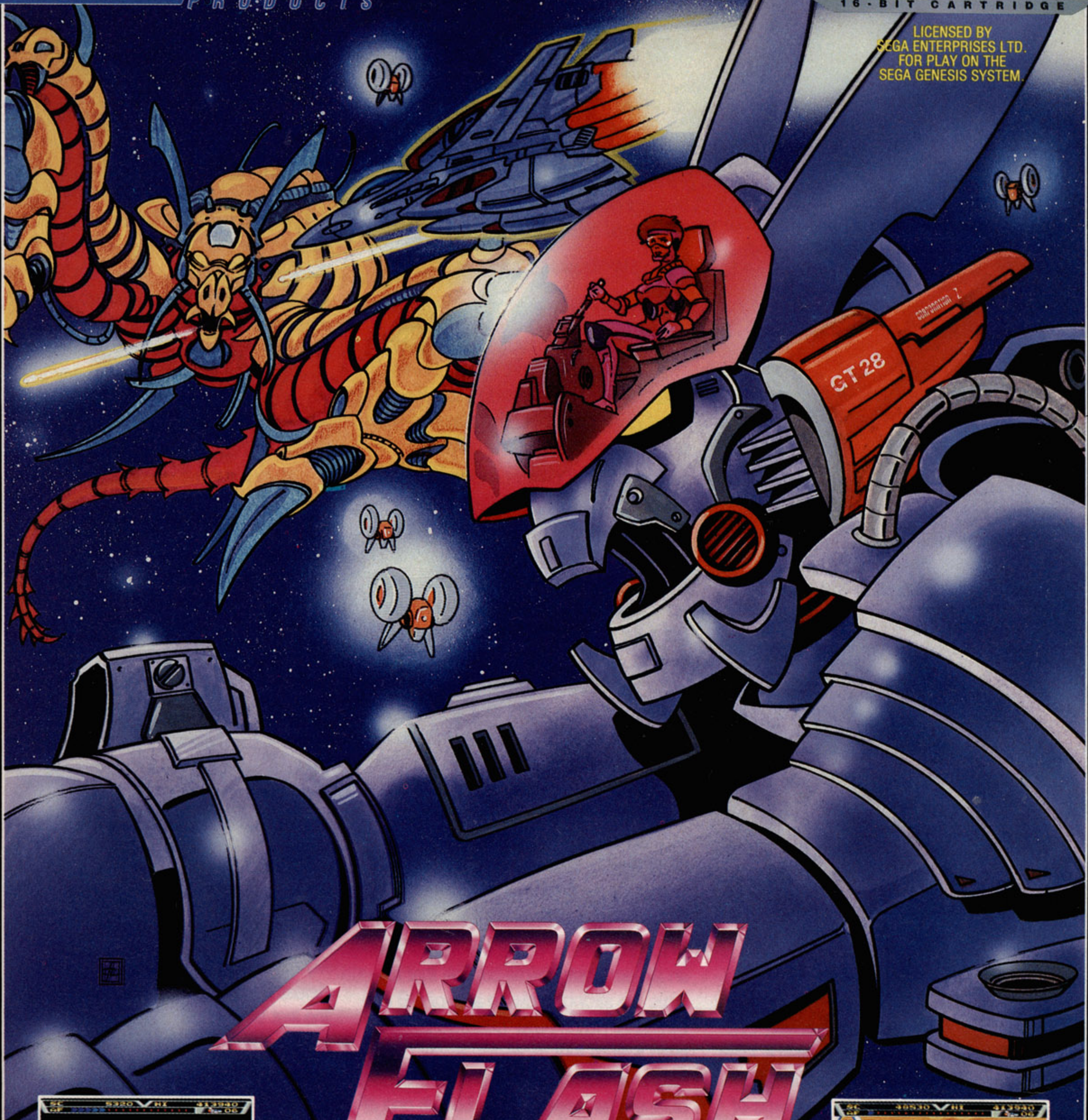
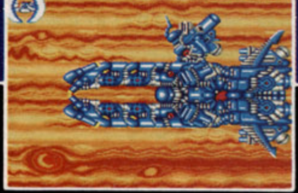


ARROW FLASH™



In the 30th century, Viking terrorists, led by the vicious Great Hilagi, are plundering and destroying planets throughout the Galaxy. They move in warships capable of travelling in Nether Space... and Earth is their next target.

Now, there has been an assault on the laboratory of the renowned scientist Doctor Zerrek Keene who, in a state near death, has summoned his granddaughter, Zana Keene. "Zana," he said, "while experimenting with Nether Space transmission, I caused a huge magnetic field to be formed around our planet, and it has attracted the attention of the barbaric Viking Terrorists." Dr. Keene pressed a keycard into her palm, and with his last breath, whispered, "Zana, use this...save Earth."

Zana Keene, trained as a test pilot at the United Government Military Academy, knew what he had given her...access to the space fighter "Chameleon" ERX-75 — capable of combat in Nether Space, and of transforming itself into a robot — the strongest weapon ever developed by the United Earth Army. Zana Keene knew what she must do. "Use this...save Earth."

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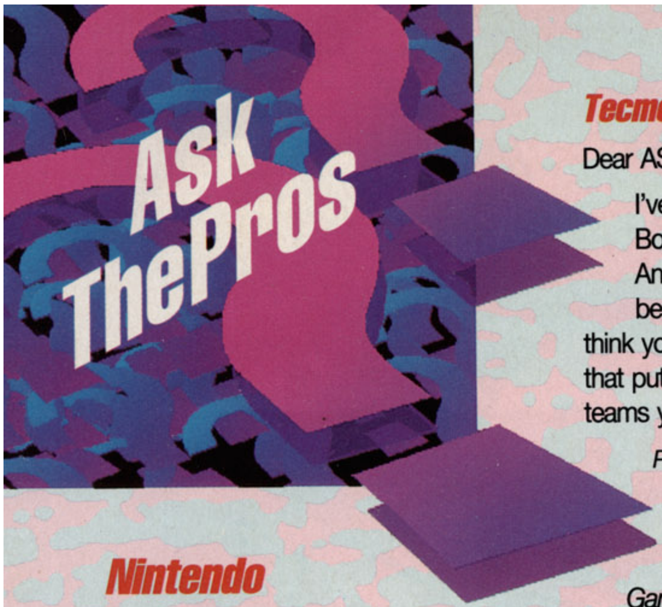


Ask The Pros

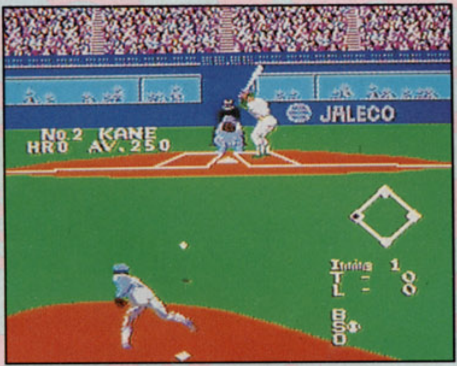
Nintendo

Bases Loaded II: Second Season

Dear ASK THE PROS,

I've had Bases Loaded II for about a month but I still can't beat my dad. He always takes New York, and they seem to be the best team. Is there any team that stands a chance against the NY squad?

Todd Wiley, Indianapolis, IN



Dear Todd,

New York is definitely one of the best teams in BLII. They're loaded with power hitters and they have great pitching. But they are beatable – we guarantee it. Give the Jersey team a try against the guys from the big apple. Jersey has some of the best pitching in the league, and they're the fastest team on the basepaths – the top three guys in their lineup are all switch-hitting speedsters. Make sure you juggle the lineup so Weir is leading off, he's the fastest of the three. Use Rubin as your starter for five or six innings, then put in Skaja if your dad has trouble hitting curve balls. Skaja has the best breaking pitches in the league. Finish the game up with Seitz, who possesses a blistering fastball and a nasty curve, too.

Tecmo Bowl

Dear ASK THE PROS,

I've had the NES game, Tecmo Bowl, for two years – maybe longer. Anyway, what team do think has the best shot at winning it all? Also, do think you can give me some passwords that put me in the championship with the teams you recommend? Thanks!

PW Fitzgerald, Moonachie, NJ

Dear PW,

We consulted the handy-dandy GamePro Hot Tips: Sports Games book for some answers to your Tecmo Bowl questions. The best teams to make a run at the championship are:

***The New York Giants** – One of the most powerful teams in Tecmo Bowl, the Giants have the top defensive player in the league, Lawrence Taylor. Not only is Taylor a ferocious tackler, he's extremely agile. Even if he misses a tackle he can get right up and catch the runner from behind. An especially effective defense using the Giants is to select "Pass #2" defense, choose Taylor as the player you control, and blitz the quarterback. You'll usually be able to sack the QB, nail the runner in the backfield, or hold the offensive team to a short gain. The Giants click on offense when they mix runs with short passes over the middle to Mark Bavarro, their tight end (Pass Play #1).*

***San Francisco 49ers** – Called the Team of the Eighties by many, the Niners have an almost unstoppable offense that features the strong throwing arm of QB Joe Montana. Some Niner offensive plays even feature four receivers. Roger Craig heads up a strong running attack. On defense the safety, Ronnie Lott, is one of the better players to control. He's quick and a ferocious hitter.*

33-CRAWFORD
1:21
00-00

Here are some championship passwords for both teams:

New York Giants: **24AFFDAD**
San Francisco: **1DAFF7A6**

ASK THE READERS

Last month we announced a new section to our "Ask the Pros" column..."Ask the Readers." This month we kick off this new feature with two questions sent in by readers to Ask the Pros. Your job is to answer either, or both, and send your answers to: GamePro Magazine, Ask the Readers A OR Ask the Readers B (depending on which question you answer), P.O. Box 3329, Redwood City, CA 94064.

If your answer is correct and selected by our staff, we'll print it in a future issue, and send you a T-shirt for your expert advice. So don't forget to include your shirt size with your answer.

QUESTION A: The Adventures of Link (NES)

Dear Ask the Pros,

In Zelda II "The Adventures of Link," I know the cross makes it so you can go through the forcefield in the last citadel. But I can't find the cross. Where is it?

Patrick Howard, Canyon County, CA

QUESTION B: Phantasy Star II (Genesis)

Dear Ask the Pros,

My friend and I have been attempting to defeat Dark Force in Phantasy Star II for the last three months! Please help!! What is the best way to defeat Dark Force?

Brandon Miller, Mohrsville, PA

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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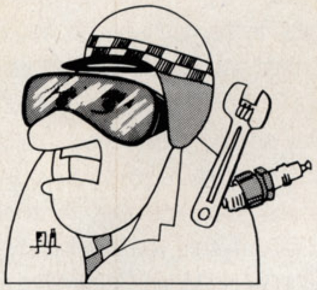

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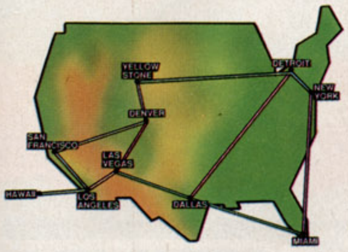
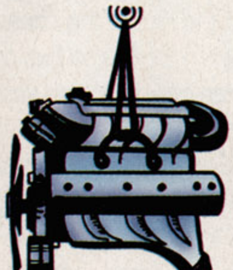

YELLOW STONE
DETROIT
NEW YORK
DENVER
SAN FRANCISCO
LAS VEGAS
HAWAII
LOS ANGELES
DALLAS
MIAMI

- The map shows the ten cities in the U.S. that you must win races in before moving on to the international circuit.
- In order to get a higher classed license you must win a certain race.



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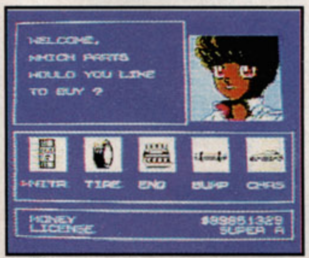
BUILD UP YOUR OWN CAR AND SKILLS TO COMPETE AGAINST 32 OF THE WORLD'S TOP DRIVERS!

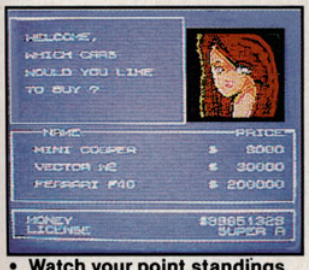


WELCOME,
WHICH PARTS
WOULD YOU LIKE
TO BUY ?

NITR TIRE ENG SUSP CHAS

MONEY $99951329
LICENSE SUPER A

- Tires receive wear in each race, so you'd better have spares.
- Be careful! Nitro will be more expensive when you attain a higher license rating.

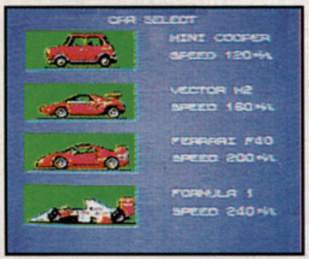


WELCOME,
WHICH CARS
WOULD YOU LIKE
TO BUY ?

NAME	PRICE
MINI COOPER	$ 8000
VECTOR W2	$ 30000
FERRARI F40	$ 200000

MONEY $99851328
LICENSE SUPER A

- Watch your point standings in the International F-1 competition. Don't "Save Game" after a race unless you're satisfied with your performance. You can reset and try that race again.
- If you have trouble winning a First Place on a course, restart and enter the free mode to practice on it.
- Winning certain races will upgrade your class of racing license.



CAR SELECT

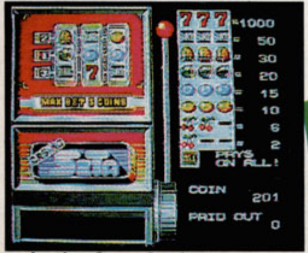
MINI COOPER
SPEED 120km/h

VECTOR W2
SPEED 160km/h

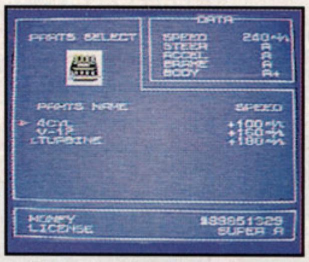
FERRARI F40
SPEED 200km/h

FORMULA 1
SPEED 240km/h

- Use your winnings to improve your car...or purchase one of four higher performance race cars.
- When you purchase a faster car, you will compete against a higher class of opponents.


MAX BET 3 COINS
777 = 1000
= 50
= 30
= 20
= 15
= 10
= 6
= 2
PAYS ON ALL!
COIN 201
PAID OUT 0

- In the Seta Casino, Las Vegas you can play a 3-line slot machine.
- Don't leave the casino with coins in the machine, as they will be lost. Go ahead and pull the handle!



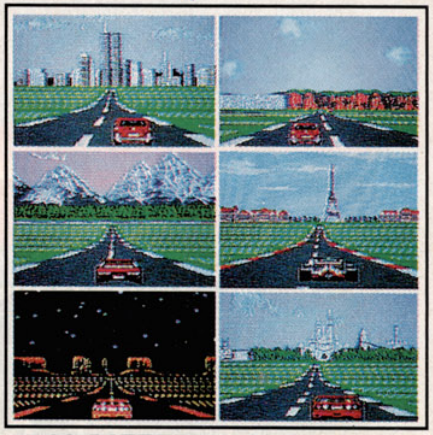
PARTS SELECT

DATA
SPEED 240km/h
STEER A
ACCEL A
BRAKE A
BODY A+

PARTS NAME	SPEED
▸ 4CYL	+100km/h
V-12	+160km/h
TURBINE	+180km/h

MONEY $99951329
LICENSE SUPER A

- Be aware that some chassis may reduce maximum speed although they are stronger.
- With a strong chassis you can survive most collisions, but your speed drops with even the slightest contact.



46 DIFFERENT COURSES WITH ULTRA SHARP AND CRISP GRAPHICS

- Your rivals are the blue cars. Overtake them to improve your position.

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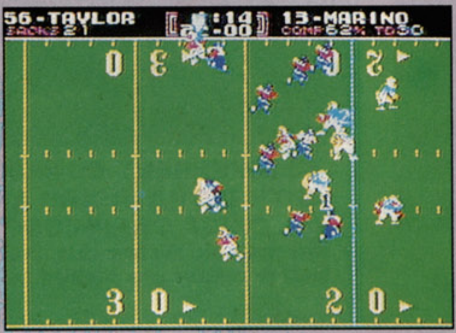
Short ProShots

Hey, sports fans! For a change of pace this issue we're going to take a short look at ten carts selected by GamePros in the 1990 sports game survey as the top sports titles around. Some of them are classics, and some were just released in the past year. Either way, they're standouts for any sports game fan!

#1: Tecmo Bowl (Nintendo)
By Tecmo



One or Two Players (simultaneous)

Grab your shoulder pads. You're going to need all of the protection you can get once you step onto the Tecmo Bowl field for bone-crunching gridiron action as player, coach, and spectator rolled into one.

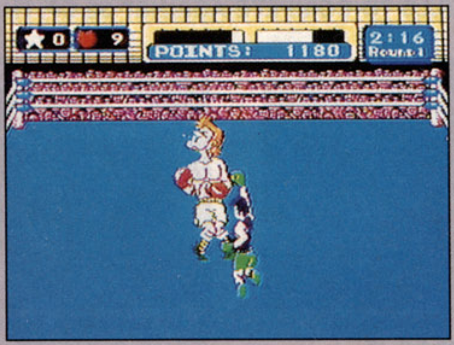
In Tecmo Bowl you square off against a league of computer teams. Your goal is a winning season and the chance to play in the Tecmo Bowl. The game also lets you go head-to-head against a friend with the team of your choice, or just sit on the sidelines and call the shots as coach.

Since the game is licensed by the National Football League, you get 12 different teams, each representing a real NFL city, with actual player rosters. A team that has a strong passing game or a great defense in real life has similar skills in Tecmo Bowl.

Once your team leaves the locker room and jogs out onto the field you'll call all of the shots...plus do all of the hard work! From the opening kickoff to the final gun you're the coach...as well as the quarterback, the linebacker, the center, and the rest of the squad.

Tecmo Bowl also has crowd noises and voice effects. When you check out some of the newer football titles, you'll see better graphics, but strategywise Tecmo Bowl is always going to be a classic. In fact, we've chosen it as this month's ProClassic, so see page 28 for more about the game.

#2: Mike Tyson's Punch Out (Nintendo) By Nintendo



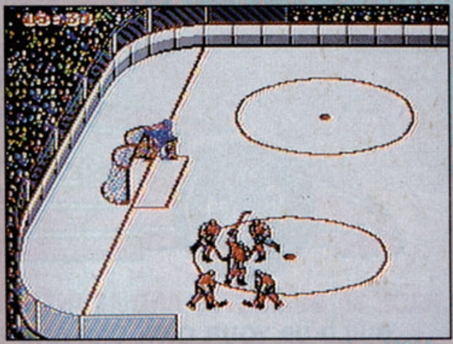
One Player

Step into the ring as Little Mac, a 17-year old fighter from the Bronx. You're ranked number three in the minor circuit, but your goal is to work your way up through the rankings so you can challenge Mike Tyson, alias Kid Dynamite, in a dream fight!

First you'll have to win 14 other bouts against palookas like Don Flamenco, Piston Honda, and Super Macho Man in the minor, major, and world circuits. Each bout is three three-minute rounds of action. If you're knocked down three times, you'll get a Technical Knock Out (TKO). Go down for a count of ten and you're "outta there," Knocked Out (KO). If both fighters battle to the end of all three rounds, then the ref picks the winner.

The action in the ring is tough. You'll have to use right and left punches as well as uppercuts to knock your opponent down. To stay on your feet, it takes fancy footwork and the ability to read your opponent's moves! Just remember, if you've never faced Mike Tyson, you won't know whether you're World Video Game Champion material, or just another bum who could have been a contender.

#3: Blades of Steel (Nintendo)
By Konami



One or Two Players (simultaneous)

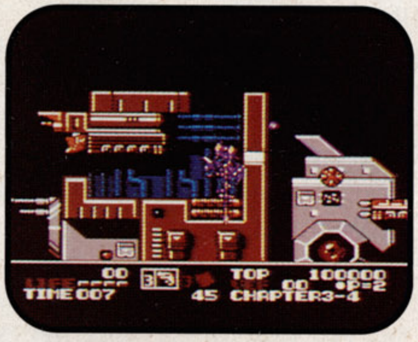
An older game, this classic ice hockey cart seems as popular as ever. And why not? What other title enables you to tear down the ice at breakneck speeds and then feel the thrill of victory as you slap the puck past the goalie for a score!

One or two players face off on the ice. One player action features Exhibition or Tournament modes. Exhibition play enables you to pick your favorite team and square off against a computer team for one game. Tournament mode enables you to become one of eight Canadian or American teams and play the other teams in tournament action.

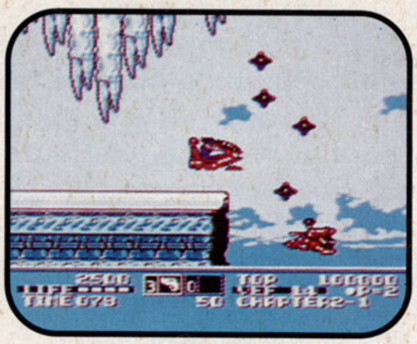
The game play has all of the glamour and the excitement of real ice hockey. Competition begins as your team skates out onto the ice and lines up for the opening face off. You control each team member, including the goalie. Mount an aggressive offensive attack, do some hard checking, and even provoke a fight. Yup, that's right, the action is authentic right down to the brawls between opposing team members. Get ready to put your opponents on ice!

Run, Jump, Stab & Seize!

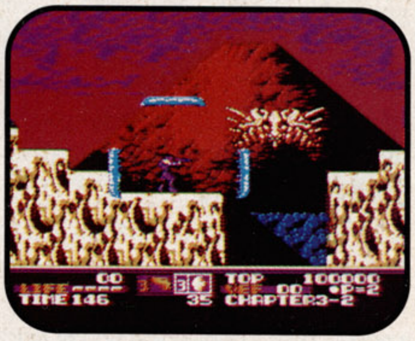
Huge Bosses stretch so large they can't fit on one screen!


LIFE
TIME 007
TOP 100000
CHAPTER3-4

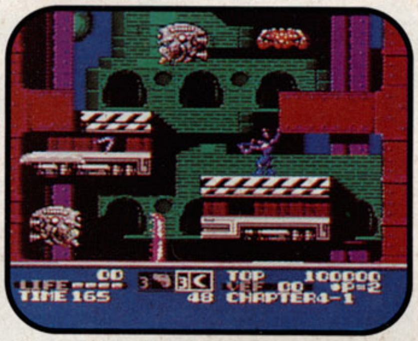
Seize enemy vehicles, including a hovercraft!


2500
LIFE
TIME 078
TOP 100000
CHAPTER2-1

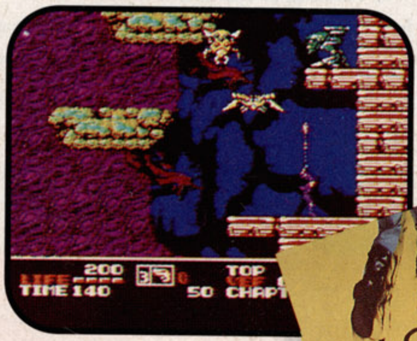
Power-up a complete arsenal including the awesome Wave!


LIFE
TIME 146
TOP 100000
CHAPTER3-2

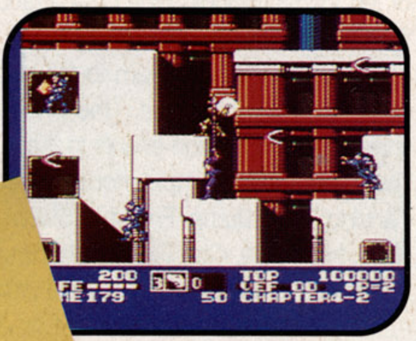
Use jumping skills to climb giant cliffs & tall towers.


LIFE
TIME 165
TOP 100000
CHAPTER4-1

Stab enemy Robots & Aliens with the armor-piercing spear!


200
LIFE
TIME 140
TOP

You get all this plus much, much more!


200
TOP 100000
CHAPTER4-2

LOW
G
MAN
THE LOW GRAVITY MAN
INCLUDES PASSWORD FEATURE
TAXAN
ENTERTAINMENT SYSTEM

Do You Have the Strength to Save the Countries of United Earth from War-Crazed Reprogrammed Robots?

The lives of trillions depend on you – Low G Man, the most skillful warrior alive. If you can handle the responsibility, you'll have a deadly armor-piercing spear, an electro-magnetic disruptor pistol and a *super-human jump (up to* $1^{3}/_{4}$ *screens)*!

If You Fail, You & Your Buds are Dust!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds, lots of surprises, infectious music, heavy power-ups, multiple levels, and *gigantic Bosses.*

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

TAXAN
Consumer Division

TAXAN
MAPPY-LAND
G.I. JOE
8 EYES
BURAI FIGHTER
Putt MASTER

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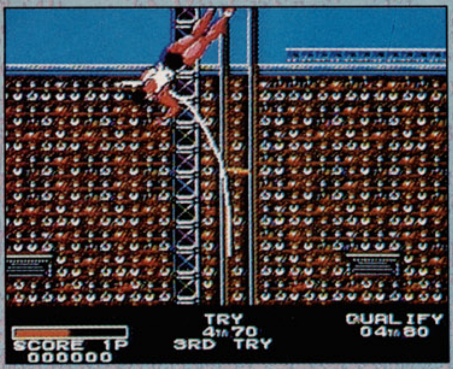
#4: Track and Field II
(Nintendo) By Konami



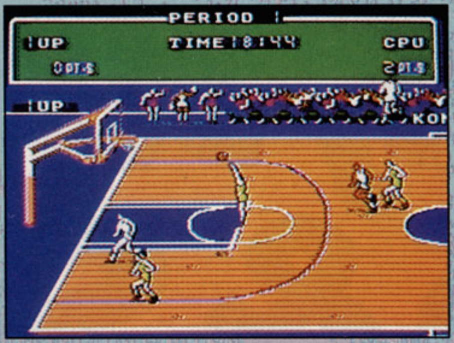
One or Two Players (simultaneous)

This sequel to Track and Field enables you to compete in classic track and field competition – 13 different events in all – in three different modes, including Olympic competition.

The Training Mode enables you to practice your skills and warm up in the 12 individual events. When you've reached peak conditioning you're ready for the Olympic Mode. Pick your favorite of ten teams (including the USA, France, the USSR, etc.). As captain of your squad you guide your team to the last three days of competition – the Olympic finals! The competition events in the Training and the Olympic modes include Fencing, Triple Jump, Freestyle Swimming, High Dive, Clay Pigeon Shooting, Hammer Throw, Taekwondo, Pole Value, Archery, Hurdles, and Horizontal Bar. And if you're really good, you might even get to try some unusual events like Hang Gliding.

The third game option is the Versus Mode. Here you match up against a friend in events such as Arm Wrestling or Taekwondo. It's the thrill of victory, and, well, mostly the agony of defeat!

#5: Double Dribble (Nintendo)
By Konami



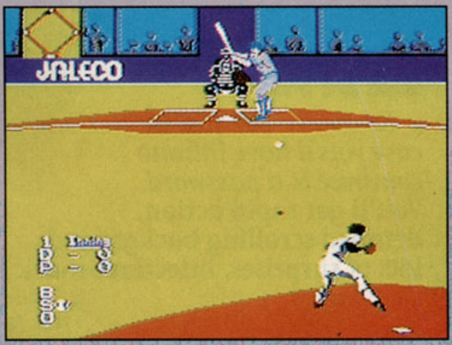
One or Two Players (simultaneous)

This title pits teams of five players against one another in full court, straight-on, old-fashioned hoops. There are four different teams, each with their own special abilities. You can take on the computer or a friend. If you match up against the computer, you can set the skill level to easy, medium, or difficult.

Actual game play is divided into four periods – you choose from 5-, 10-, 20-, or 30-minute periods. You control the on-court action as you run, jump, shoot, pass, make free throws, guard, steal the ball, and make some wicked dunk shots. Of course, this isn't a free for all. Refs call a tight game, including penalties for traveling, blocking, and pushing, and you'll have to follow the rules!

Win by scoring the most baskets. The scoring is standard – two points from inside the three point line and three points from beyond it. And if your team is having a bad day, hey, you can just settle back and enjoy the half-time show – complete with pom-pom-waving cheerleaders and your very own mascot!

#6: Bases Loaded (Nintendo)
By Jaleco



One or Two Players (simultaneous)

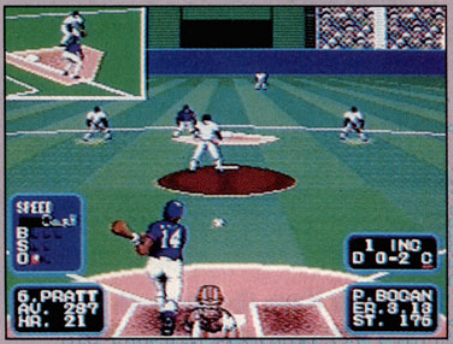
Jaleco's Bases Loaded is the most popular baseball cart to date. And why not? If you're looking for authentic baseball action, this one's a hit since it puts you in the dugout, on the mound, in center field, and just about everywhere else except the stands.

Pick from two different modes of play. If you decide to enter the pennant race in the Pennant Mode, you're up against the computer in a 132-game series. If you just need a quick baseball fix, go head-to-head against a friend in one-game competition.

Choose your winning team from 12 different squads. Each of the teams has a line-up of 30 players, including 12 pitchers. Every team is unique – each pitcher has his own ERA, and individual personality, including being right- or left-handed. Your starting lineup is set, but you get to pick your own pitcher. Once the game starts you can substitute players throughout each nine-inning game.

Since you're a player as well as a manager you'll have to do a little more than exercise your managerial brilliance. You'll also have to show your stuff on the field! Hey, what are you waiting for? Get out there and play ball!

#7: Tommy Lasorda Baseball
By Sega of America

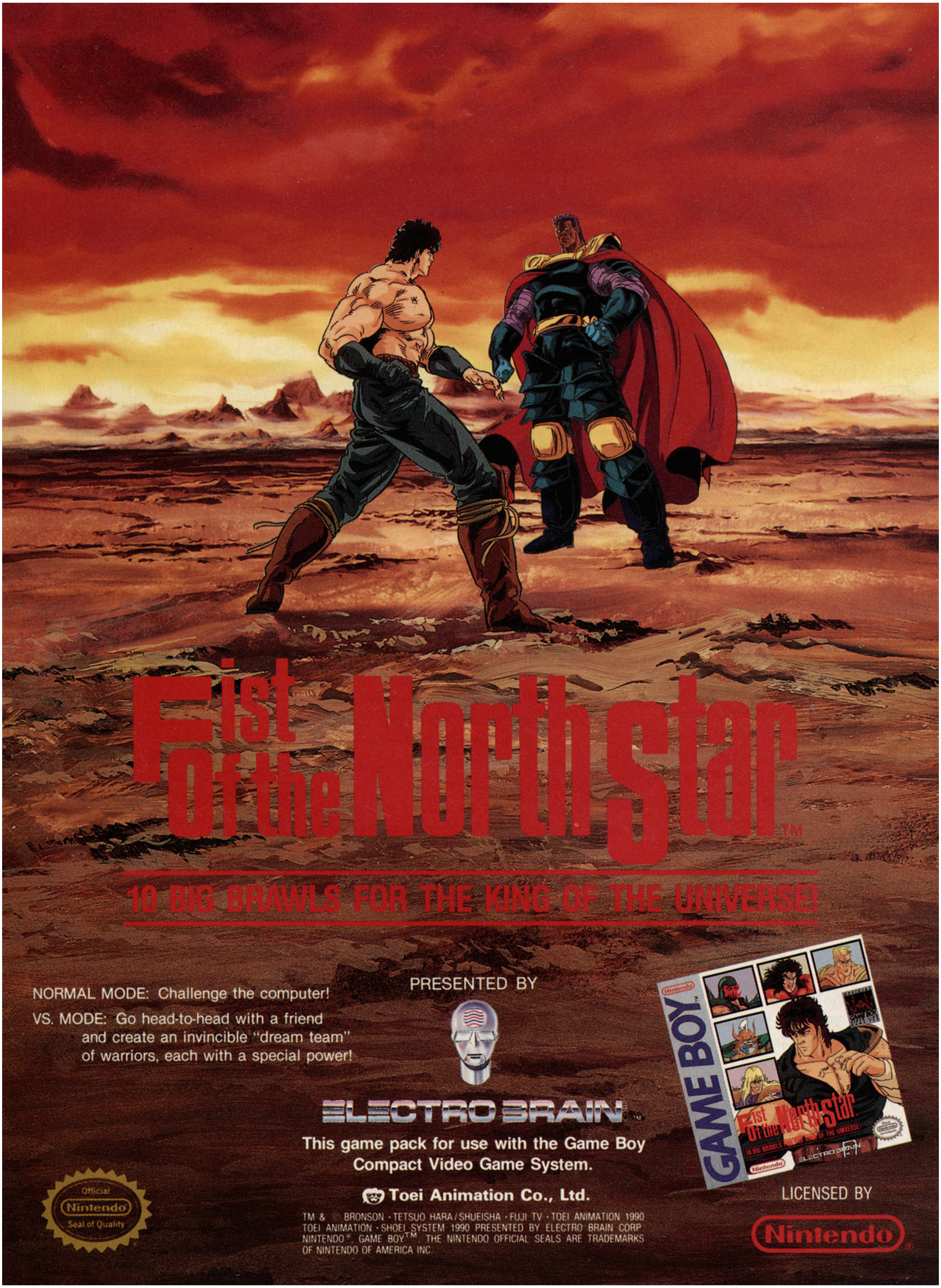


One or Two Players (simultaneous)

This was the first 16-bit baseball cart on the market, and it set a high standard for 16-bit sports fans right off the bat.

Take the field as any one of 26 major league teams. Although the game uses real-life city names, the players and stats are specific to this cart. If you're in it for the long haul, you can use the password mode to tack your team all the way to the World Series.

Players in the game have stats that indicate their skill level. They're rated ac-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10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!
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NORMAL MODE: Challenge the computer!

VS. MODE: Go head-to-head with a friend and create an invincible "dream team" of warriors, each with a special power!

PRESENTED BY

ELECTRO BRAIN

This game pack for use with the Game Boy Compact Video Game System.

Toei Animation Co., Ltd.

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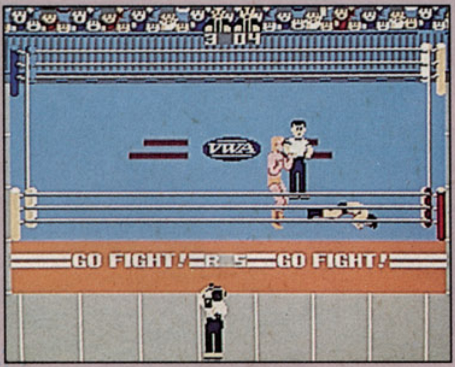
cording to batting average, homeruns, running speed, and fielding and throwing ability. Pitchers are rated by ERA, curve-throwing ability, stamina, top throwing speed, and the distance a hit pitch will travel.

Use the option screen to decide how tough to make your computer opponent. You can also select whether or not there'll be fielding errors and determine how the wind affects hit balls. The game covers just about every detail, right down to umps who shout "safe" or "out." Batter up!

#8: Pro Wrestling

By Nintendo of America



One or Two Players (simultaneous)

Here it is, the one, the only, the original NES cart (there's a Sega Master System version also) that made so many gamers fond of that bone-crunching, body slamming sport called wrestling.

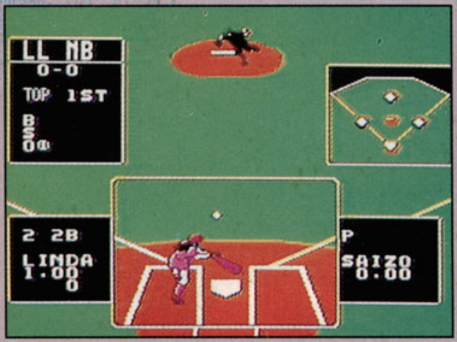
You're a wrestler in the Video Wrestling Association, and you're out to beat the Great Puma and win the VWA crown. The problem is you've got five other wrestlers to pin to the mat before you can even try to dig your claws into the Puma.

The Wrestlers you get to choose from are Fighter Hyabusa, Starman, Kin Corn Karn, Giant Panther, the Amazon, and King Slender. Each wrestler has 12 standard moves and a special move of his own. Once the action gets going you can make your wrestler move all around the ring, as well as in and out of the ring. He can even jump up and then plummet down on top of your opponent.

Your goal is to pin your adversary and avoid being pinned! If you succeed in beating all five of your worthy opponents then you get your shot at the Great Puma – by far the toughest of all of the wrestlers. The Puma has all of the skills and the moves of the other six wrestlers, and it's going to take all you've got to pin him to the mat.

#9: Baseball Stars (Nintendo)

By SNK



One or Two Players (simultaneous)

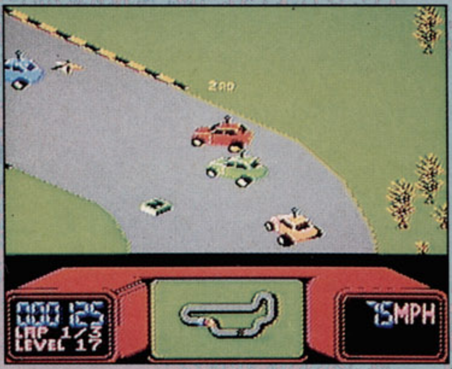
Baseball is big in America and maybe that's why there are three, count them, three baseball carts in our sports top ten. Baseball Stars is also very American – putting you in charge of absolutely everything, including the money! Yup, in this cart you'll have to learn to do more than simply pitch, hit, and field the ball. You'll also have to create your own teams and leagues, sign up new players, trade with other teams, and even send some players packing when they don't measure up. Talk about realistic!

On the field Baseball Stars features traditional baseball game play, where you get to make all of the right moves at the plate, on the mound, and in the field. It's up to you to hit a grand slam, throw a strike, or snag the fly ball that retires the side. Become an all-star – or strike out – it's all up to you.

And, hey, if you don't like the way your team is playing, put on your manager's hat and change the batting order, put in a reliever, or move your players around. If you're still not happy with your team, search for a new player, make a trade for a hot rookie, or even start over and build a new team from scratch. That's baseball alright – American style!

#10: R.C. Pro Am (Nintendo)

By Nintendo



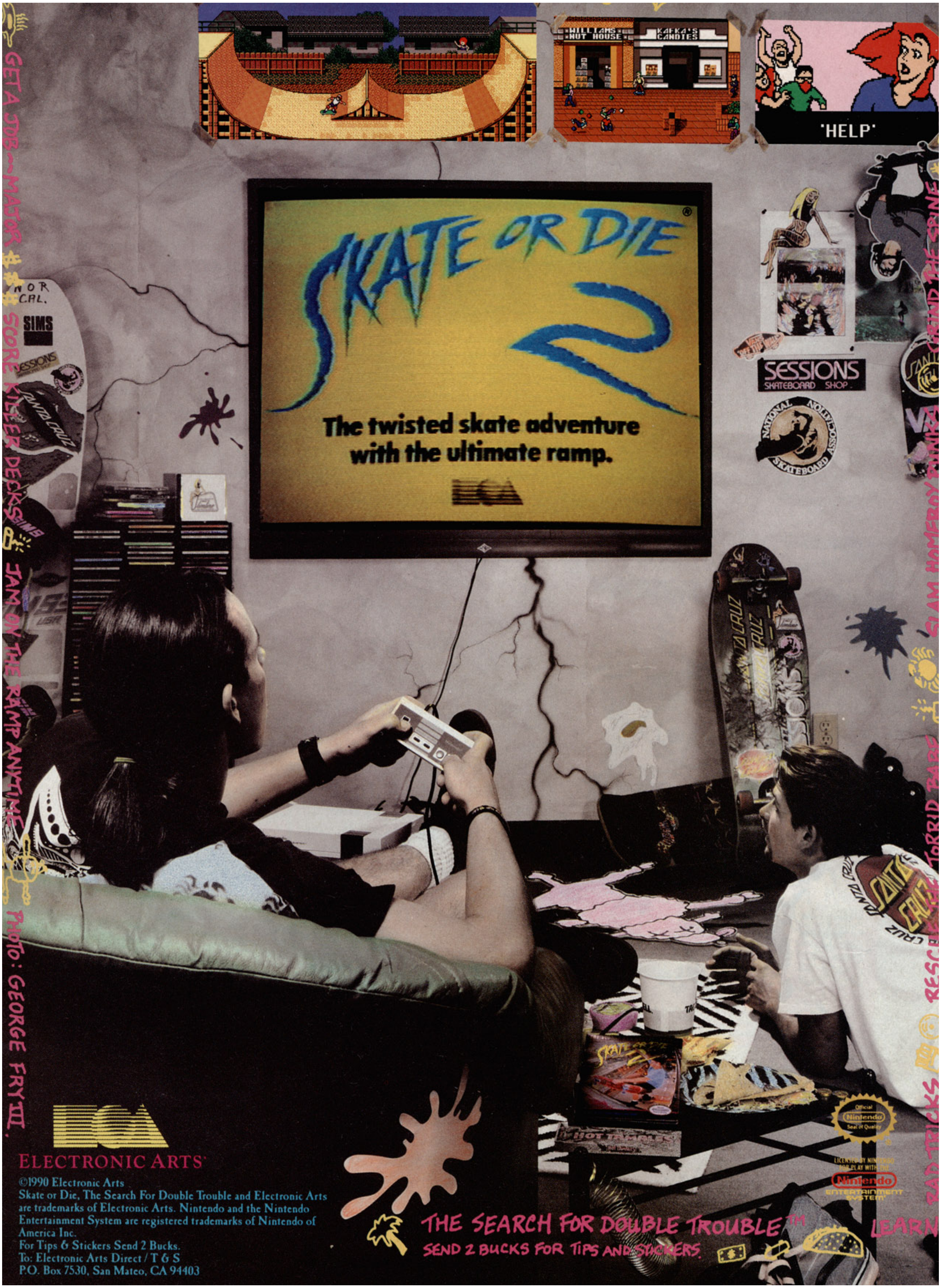
One Player

You may not consider radio-controlled car racing a sport, but there are a lot of gamers out there who'll disagree with you! A surprise Number Ten winner in our top ten survey was this classic cart from Nintendo – featuring radio-controlled car racing where anything can and does happen.

As you step up to the starting line your NES controller becomes your R.C. controller and in a flash you're maneuvering around the track at top speeds. In each race you fight with three other cars for the number one spot. The action features 48 different races on 24 tracks.

The tracks are packed with curves and straightaways. Nasty hazards you'll run into include pesky rain squalls, oil slicks that make the track slippery, barriers that pop up to smash your car, skulls who steal your ammo, and mud puddles that really bog you down.

To make it past all of these obstacles you'll have to grab special Tune-Up items you'll find along the tracks. These enable you to power-up your cars with speed, souped up engines, super tires, and other goodies. If you're good enough, you'll even find yourself controlling a powerful 4-Wheeler or an Off-Road vehicle. And you thought radio-controlled cars were just for kids!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To: Electronic Arts Direct / T & S
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PRONEWS REPORT

GamePro's "Hot Tips: Sports Games" Book Hits the Market

The first COLOR sports video game book has hit the retail market. GamePro's Hot Tips: Sports Games is a 200+ page trade paperback crammed with color screen shots, passwords, and over 750 super tricks, and tips. Over 75 sports titles are covered for the Nintendo Entertainment System, the Sega Genesis, and the TurboGrafx-16. Also available is Hot Tips: Adventure Games, another full color strategy guide featuring over 940 tips and tactics for over 120 action/adventure titles. Both books have a suggested retail price of $9.95. Sounds like ideal stocking stuffers to us (hint, hint).

Nintendo ▼ Genesis ▼ TurboGrafx-16
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HOT TIPS: SPORTS GAMES
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From the Editors of GamePro Magazine
The Unauthorized Nintendo, Genesis, & TurboGrafx-16 Tips Guide

The Super Mario Club: A Good Idea or Restraint of Trade?

Nintendo, always looking for a way to predetermine which NES titles will be hits, has created the Super Mario Club in Japan. The club has been developed as a way to rate potential titles for the three Nintendo systems (Famicom, Super Famicom, and Game Boy).

The Super Mario Club will have a membership of approximately 2500 kids, all who will own the forthcoming Nintendo modem. Members will be connected to Nintendo via the modem and will be able to play prereleased titles for the various game systems. SMC members will then rate games on a 50 point scale. A passing grade is 35 or better.

Distributors and dealers will also be connected (at their option) to Nintendo via modem. Nintendo will provide the ratings to every retailer connected via the Nintendo network.

The possibility of the Super Mario Club arriving here some time soon has Nintendo licensees shuddering. Poorly rated games can still be produced at the discretion of the manufacturer, but unlike the current system (Nintendo currently rates games on a 40 point scale and discloses the ratings only to the licensee), ratings will be disclosed to retailers and distributors. A poorly rated game should have almost no chance to survive in the market.

On the positive side, something like the Super Mario Club could force licensees to produce high quality titles. But should we really leave the decision as to what quality is up to so few gamers?

Nintendo plans to start accepting games for the Super Famicom for rating purposes on November 19, 1990, with results becoming available Christmas. In January 1991, they will start accepting 8-bit game submissions, with results available February 1st. Game Boy titles will be rated starting March 11, 1990 with results being announced in April.

Tengen's $5 Rebate Program

Tengen has announced a $5 consumer rebate program for their NES, Genesis, and T-16 titles. Tengen displays and rebate cards will only be available at video retail stores. Currently there are over 42,000 video retail stores carrying Tengen video games nationwide.

Sequelmania

You don't mess with success – especially in the entertainment industry. And video games are a part of the entertainment industry, so why should they be different? After becoming the #1 selling TurboGrafx-16 title of all time, Bonk's Adventure is a cart begging for a sequel. Good news, Bonkites, that bald-headed cavedude will be back for the T-16 sometime in 1991. Also on the sequel horizon is a new Teenage Mutant Turtle movie slated for March 1991. No word from Konami on whether they have a game planned for it, but we'll bet the ranch that they do. Other future video game sequels include: Shadowgate 2, Mega Man 4, Tecmo Bowl II (Super Tecmo Bowl), Déjà Vu II, Super Mario 4, Double Dragon III, and Gradius 3 to name but a few.

Koei Announces "How Well Do You Know Our History?" Contest

King of the historical simulation, Koei, has announced a contest that tests your knowledge of the Koei product line. Answer the following questions on a 3x5 piece of paper and print your name, address, zip, and age, and you could be the winner of a Koei game players T-Shirt or the big prize, a Sony HandiCam.

Questions:

1. Genghis Khan's greatest claim to fame was?
   - (a) A quick temper
   - (b) The hit single "I Feel For You"
   - (c) A bad smell
   - (d) Carving out an empire stretching from China to Europe in the 12th century.
2. What famous gang defeated the evil minister Gao Qiu and restored peace to the Song Empire?

- (a) The Hole in the Wall Gang
- (b) Bandit Kings of Ancient China
- (c) The Gang of Four

3. What was the epic describing the power struggle at the end of China's second Han Dynasty called?
   - (a) Romance of the Three Kingdoms
   - (b) I Ching
   - (c) Love Story

4. Who terrorized and almost succeeded in unifying Japan in the 16th Century?
   - (a) Cowabunga
   - (b) Nobunaga Oda
   - (c) Godzilla

5. What type of game does Koei make?
   - (a) Simulation
   - (b) Historical
   - (c) Educational
   - (d) Entertaining
   - (e) All of the above
   - (f) None of the above

6. "Koei, We ______ the past, you make the _______!" (Fill in the blanks)

All entries must be postmarked no later than February 15, 1991. Send all entries to:

KOEI CORPORATION
1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

Home of the Vid-Kids

According to The Lifestyle Market Analyst 1990, the area with the highest percentage of households playing home video games is Bluefield-Beckley-Oak Hill, West Virginia, with 13.7% of the households plugged in. Lowest video game per household percentage is in Sarasota, Florida, checking in with a mere 6.2%.

Natsume/GamePro Giveaway

New Nintendo licensee, Natsume, has given GamePro 10 Special Edition copies of their new game, Shadow of the Ninja to give away to our readers. What makes these carts so special? Unlike the retail version of the game, these carts allow you to type in passwords to jump to different levels. Passwords will be provided with the carts. Want one of these special collector item cartridges? All you have to do is send us your name, address, phone number and age on a 3x5 card, or a 3x5 piece of paper. Send your entry to: GamePro Magazine, c/o Ninja Giveaway, P.O. Box 3329, Redwood City 94064. The ten lucky winners will be selected by a random drawing. Entries must be postmarked no later than January 31, 1991.

In other Natsume news, the licensee has established the Game Master Challenge. Send proof to Natsume that you've completed any Natsume game and you'll get a certificate of accomplishment and a Natsume Game Master sweatshirt (while supplies last). For a copy of the official rules, send a S.A.S.E. to Natsume Inc., 1243A Howard Ave., Burlingame, CA 94010.

Soviet Cosmonaut Lands on F.A.O. Schwarz

Phillips and Rukavishnikov looking lost in space.

Over 40 thousand Nintendo fans turned out to watch Soviet Cosmonaut Nikolai Rukavishnikov help launch Tradewest's newest space adventure, Solar Jetman (see GamePro, Nov '90) at F.A.O. Schwarz on Fifth Avenue in New York City this past Otober. Nintendo game guru, Howard Phillips, was also in attendance, along with four M.I.T. Powerplayers. Phillips and Rukavishnikov demoed Solar Jetman on the F.A.O. video wall, and gamers had a chance to give the cart a fly at eight "Solar Substations" set up throughout the store.

Used Used
SEGA
GENESIS

	We Sell Used / We Buy		We Sell Used / We Buy
Afterburner II	39.95/23.00	*Lakers vs. Celtics*	39.95/23.00
Air Diver	29.95/15.00	Last Battle	29.95/15.00
Alex Kidd	29.95/15.00	*Mondu's Fight Palace*	34.95/18.00
Arnold Palmer Golf	34.95/18.00	Moonwalker	34.95/18.00
Atomic Robo Kid	39.95/23.00	Mystic Defender	29.95/15.00
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Curse	34.95/18.00	Space Harrier II	29.95/15.00
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Dan Do	34.95/18.00	*Strider*	39.95/23.00
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Final Zone	34.95/18.00	Super Thunder Blade	24.95/12.00
Fire Shark	34.95/18.00	Super Volleyball	39.95/23.00
Forgotten Worlds	34.95/18.00	*Sword of Vermillion*	54.95/30.00
Ghouls 'N Ghosts	29.95/15.00	Target Earth	29.95/15.00
Golden Axe	39.95/20.00	*Technocop*	39.95/23.00
Ghostbusters	34.95/18.00	Thunderforce II	29.95/15.00
Hard Drivin'	39.95/23.00	*Thunderforce III*	39.95/23.00
Hell Fire	34.95/18.00	Tommy Lasorda Baseball	39.95/20.00
Herzog Zwei	29.95/15.00	Truxton	29.95/15.00
Insector X	39.95/23.00	Whip Rush	34.95/18.00
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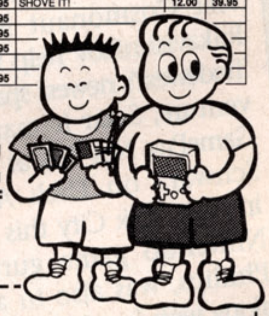

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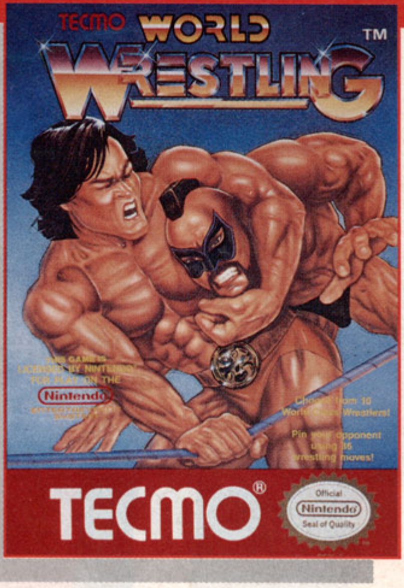
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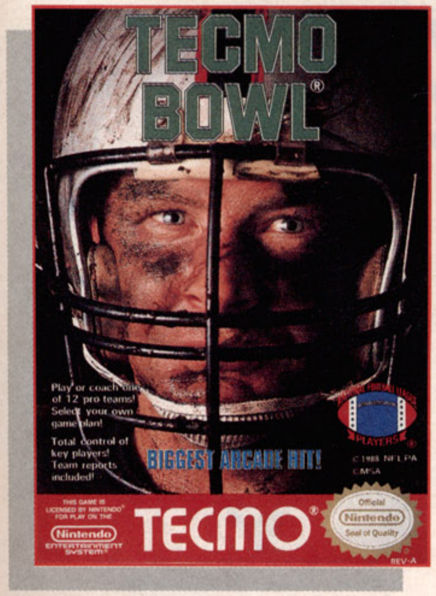
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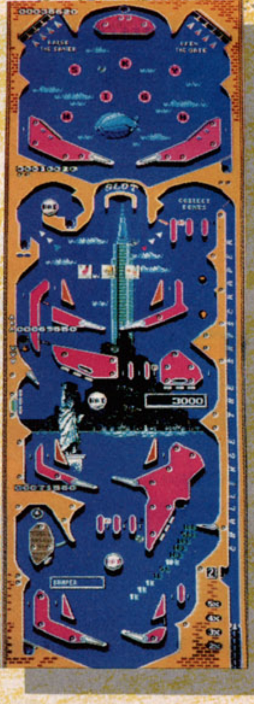

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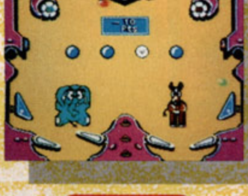

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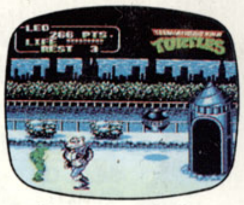

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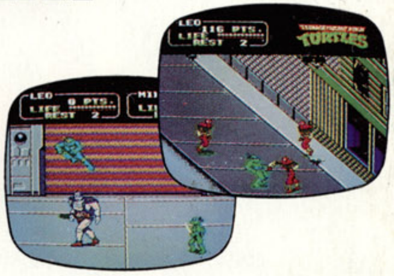
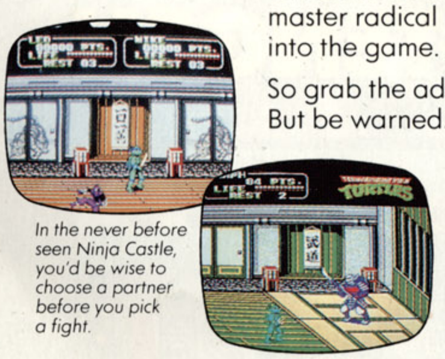


Radical new attack moves really punch up the arcade-style graphics.



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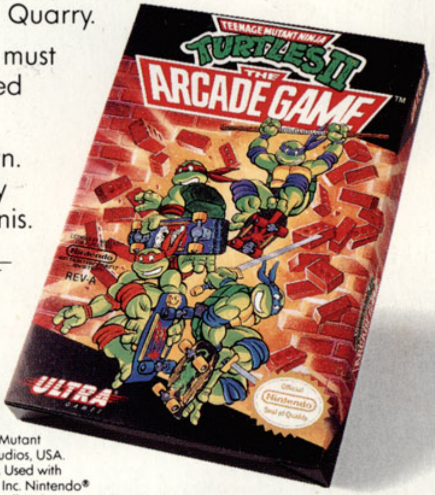

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